THE INCREDIBLE HULK™

1. TRANSFORMATION

Caught in the heart of a gamma bomb explosion, after saving teen-ager Rick Jones from intense waves of radiation, Dr.Bruce Banner now finds himself transformed into a powerful, dark and distorted reflection of himself.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

2-I'm Grey
TM & © 1991 Marvel®

THE INCREDIBLE HULK™

2. I'M GREY!

At first, Banner changed into a grey Hulk only at sunset and reverted to human form at dawn. Eventually, Banner's body changed so that his transformations into a more powerful green Hulk were triggered by the release of adrenalin when he became excited.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

3-Wolverine
TM & © 1991 Marvel®

THE INCREDIBLE HULK™

3. WOLVERINE

Wolverine made his first appearance in Incredible Hulk #180 working for the Canadian government as Weapon X.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

4-Poisoned
TM & © 1991 Marvel

THE INCREDIBLE HULK™

4. POISONED

The Hulk has been poisoned by the mysterious Madman.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

5. WHAT'S WRONG?

The Leader and his children, Louis and Jesse, examine the Hulk.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

6-The Leader
TM & © 1991 Marvel

THE INCREDIBLE HULK™

6. THE LEADER

Under threat from the Hulk, the Leader reveals that the Madman, his brother, poisoned the Hulk. The Leader wants the Hulk to go after the Madman and kill him.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

7-Madman
TM & © 1991 Marvel

THE INCREDIBLE HULK™

7. MADMAN

The Madman is a shape-shifter who deliberately exposed himself to greater doses of radiation over the years, which caused him to go insane. The Hulk goes after him, seeking the antidote to the poison in his body.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

8. TOO WEAK

After battling the Madman, the Hulk realizes that Phil Sterns and the Madman are one and the same.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

9-Phil
TM & © 1991 Marvel

THE INCREDIBLE HULK™

9. PHIL

After Phil Sterns reverts back to being himself, he reveals to the Hulk that the Madman knows of an antidote and must be tricked into revealing it. The Hulk then poisons the Madman attempting to induce the antidote from him.

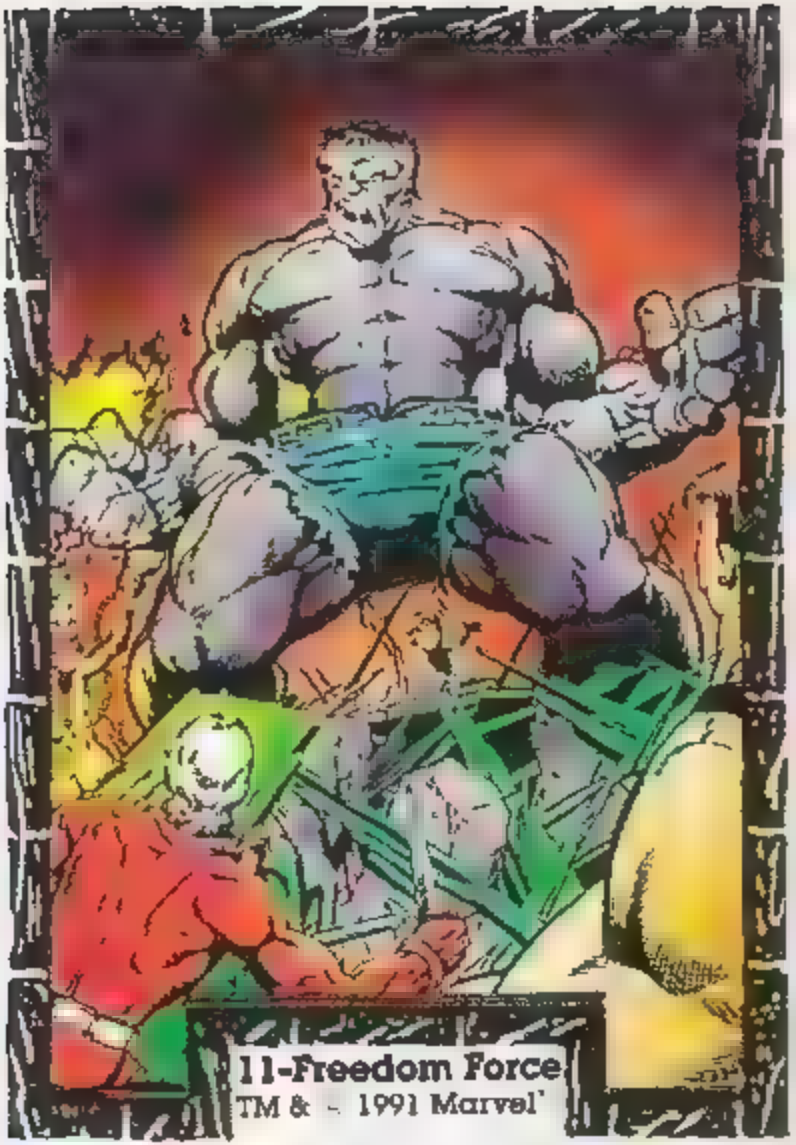
The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

10. ANTIDOTE

After being poisoned, the madman rushes to make the antidote. He and the weakened Hulk battle over the mixture as the Hulk reverts back to Banner and injects himself. Bruce leaves the Madman to his own fate as time runs out.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

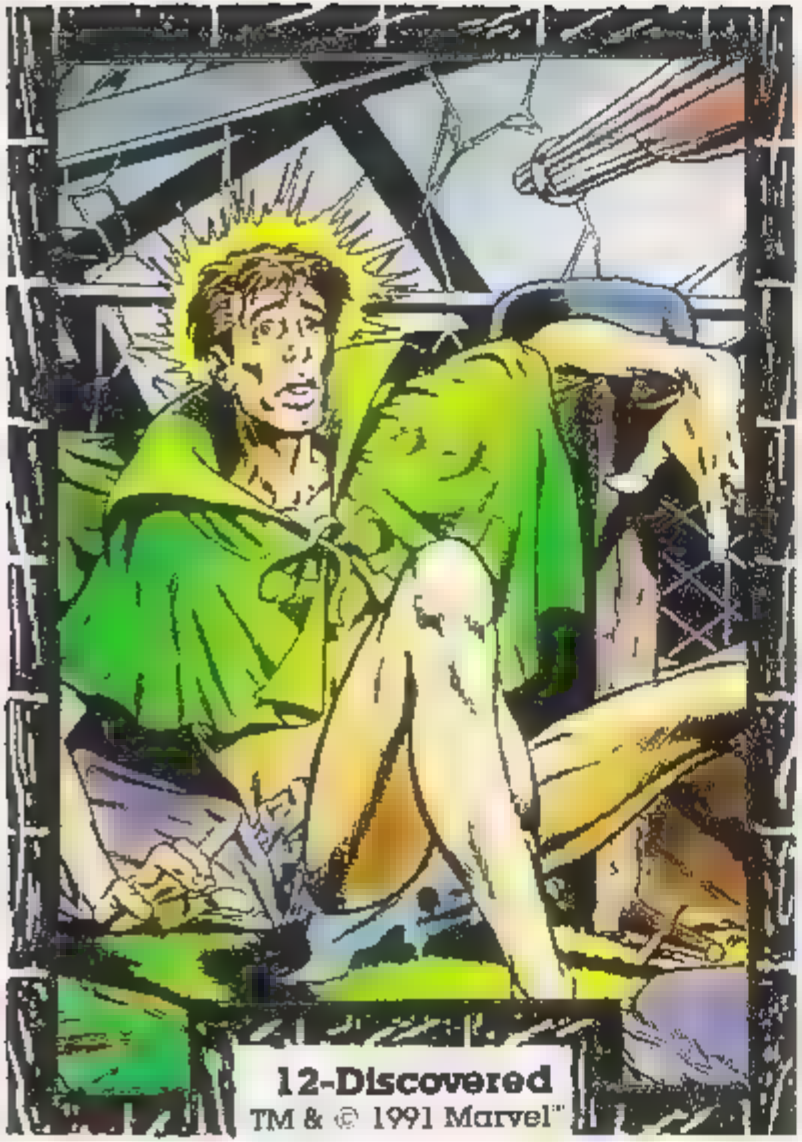


THE INCREDIBLE HULK™

11. FREEDOM FORCE

Freedom Force is a small cadre of super human powerful beings, primarily past criminal mutants, who now serve the United States government.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



12-Discovered
TM & © 1991 Marvel™

THE INCREDIBLE HULK™

12. DISCOVERED

After a battle with Mr Hyde, Bruce Banner is discovered by the family in whose house he had resided.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

13-Abused?
TM & © 1991 Marvel

THE INCREDIBLE HULK™

13. ABUSED?

Jack, a small timid boy, reminds Bruce of himself at that age in more ways than one. This is the first reference to Bruce's abused childhood that foreshadows the events to come.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

14. MYSTIQUE

On orders from the U. S. Government, the reformed group Freedom Force, led by the mutant shape-shifter Mystique, is ordered to bring in the Hulk.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

15-Pyro

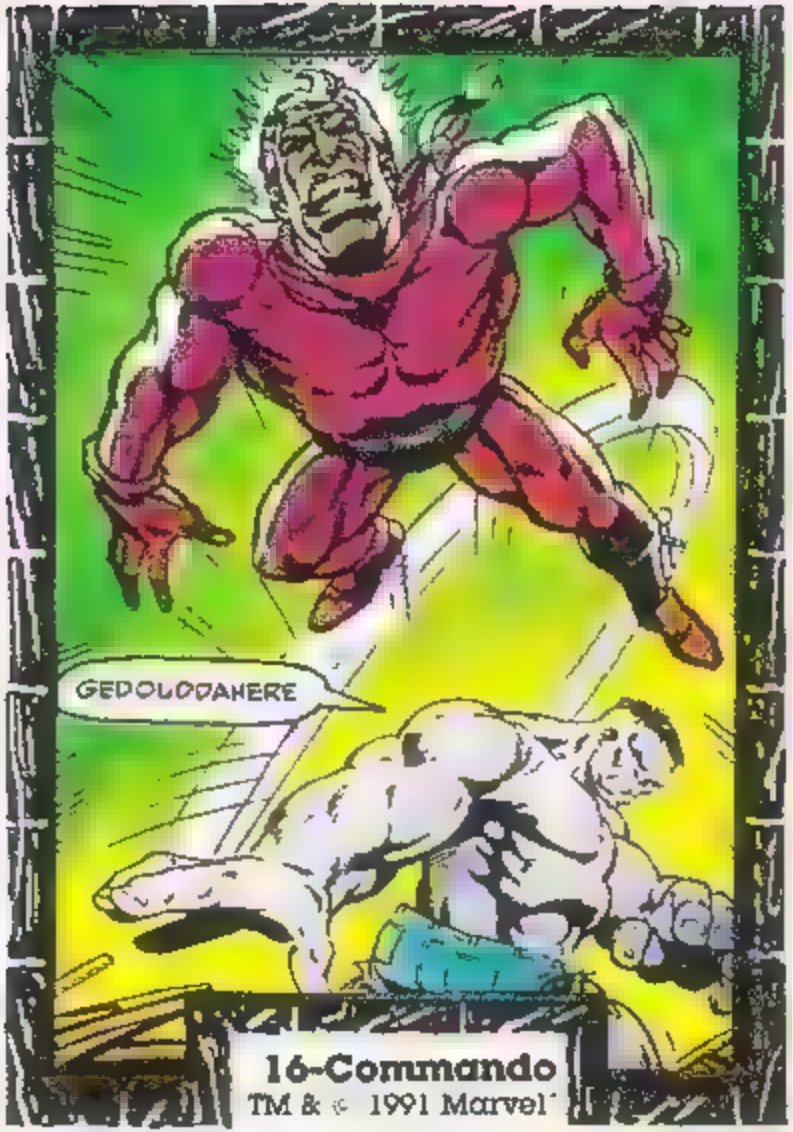
TM & © 1991 Marvel

THE INCREDIBLE HULK™

15. PYRO

Three members of Freedom Force are sent to capture the Hulk; The master of flames Pyro, the immovable Blob, and the knife carrying Crimson Commando.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



THE INCREDIBLE HULK™

16. COMMANDO

Freedom Force catches up with Bruce Banner as night falls, and he transforms into the Hulk. A battle breaks out between them as the Hulk gains the upper hand

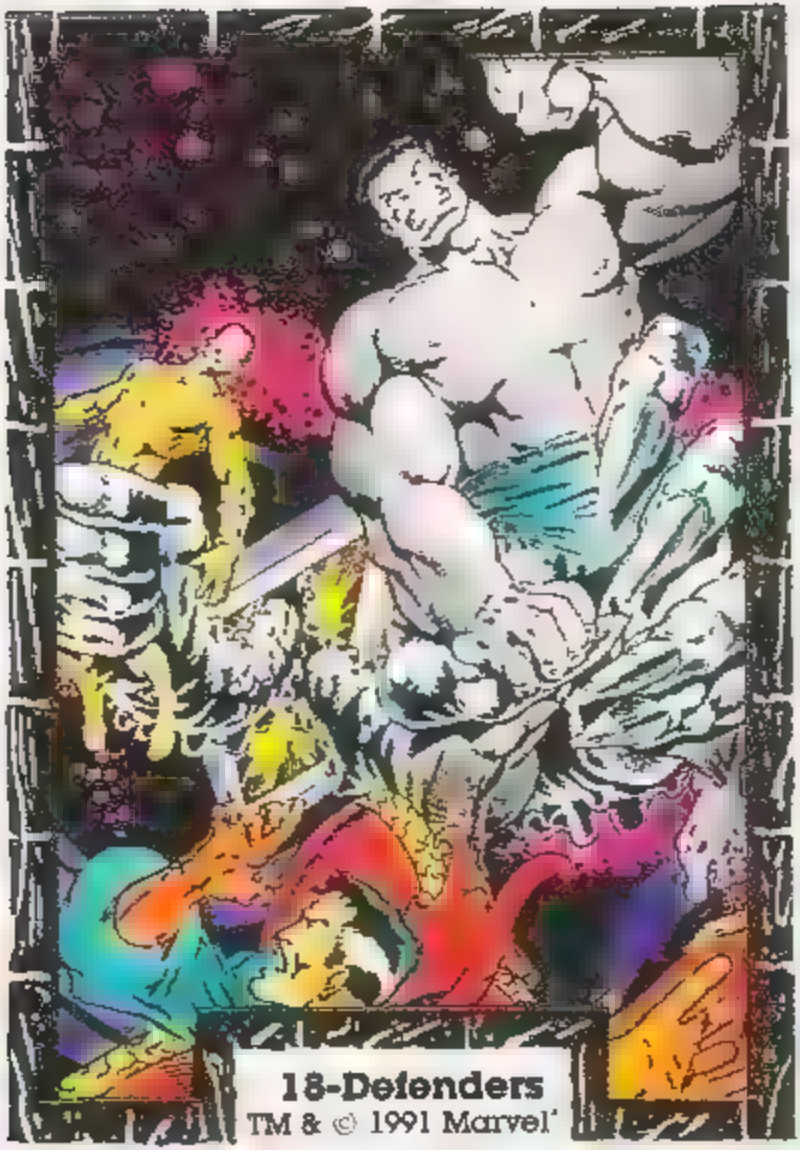
The Incredible Hulk. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

17. BLOB

During the battle, the Blob is knocked into the house where Banner was first found. The boy Jack is hurt. Hulk rushes the ambulance to the hospital.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



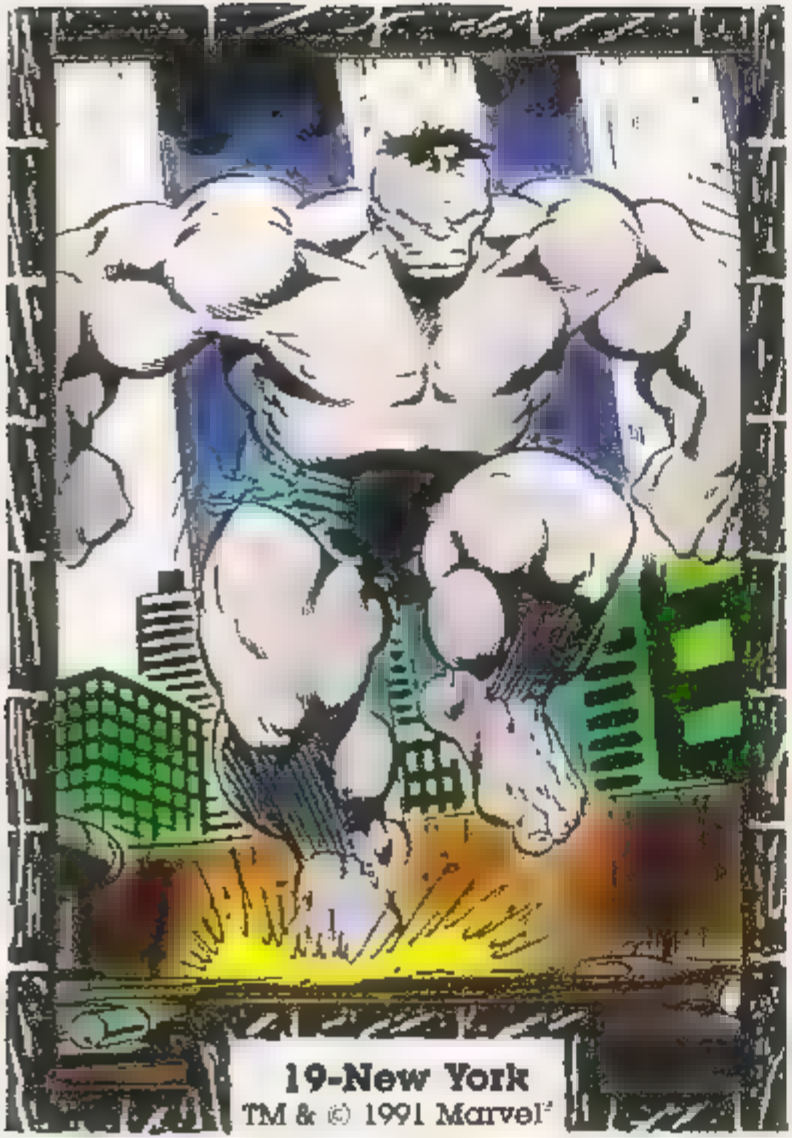
18-Defenders
TM & © 1991 Marvel

THE INCREDIBLE HULK™

18. DEFENDERS

The original members of the Super-Hero group, the Defenders, were the Sub-Mariner, Doctor Strange and the Hulk. They join together to fight the Dark Menace.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



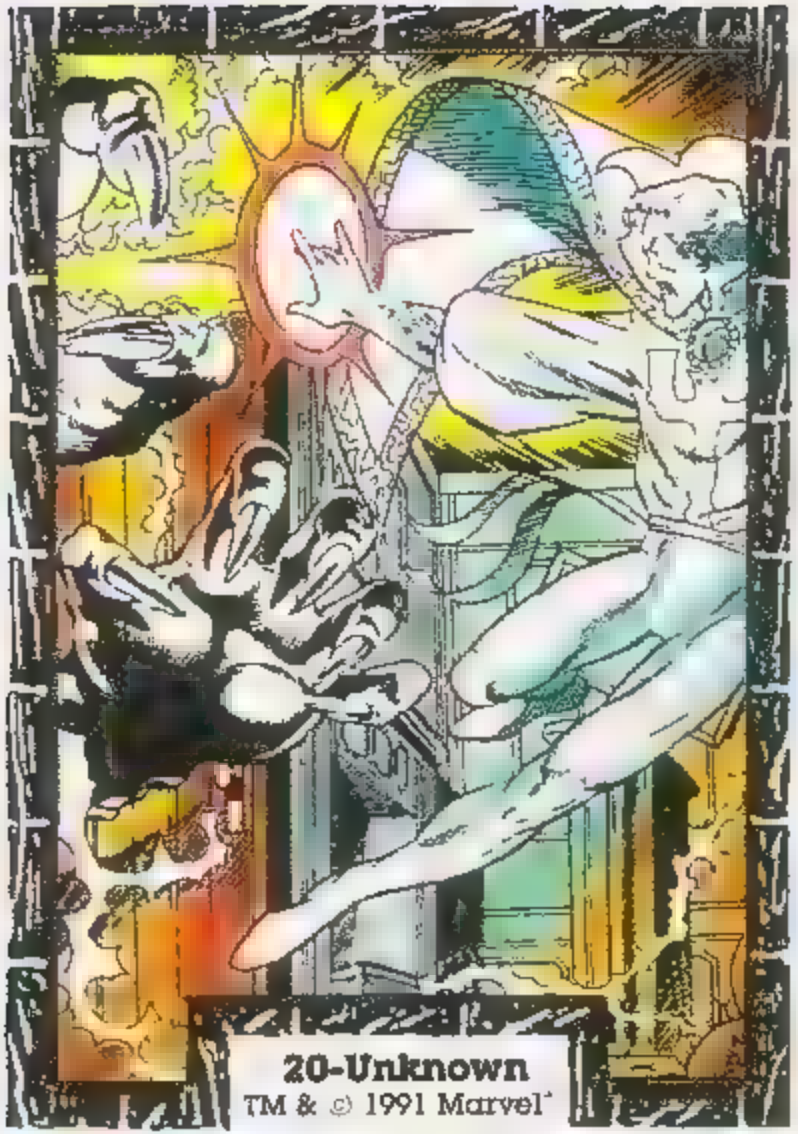
19-New York
TM & © 1991 Marvel

THE INCREDIBLE HULK™

19. NEW YORK

While traveling towards Connecticut, the Hulk makes a pit stop just before dawn in New York City.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



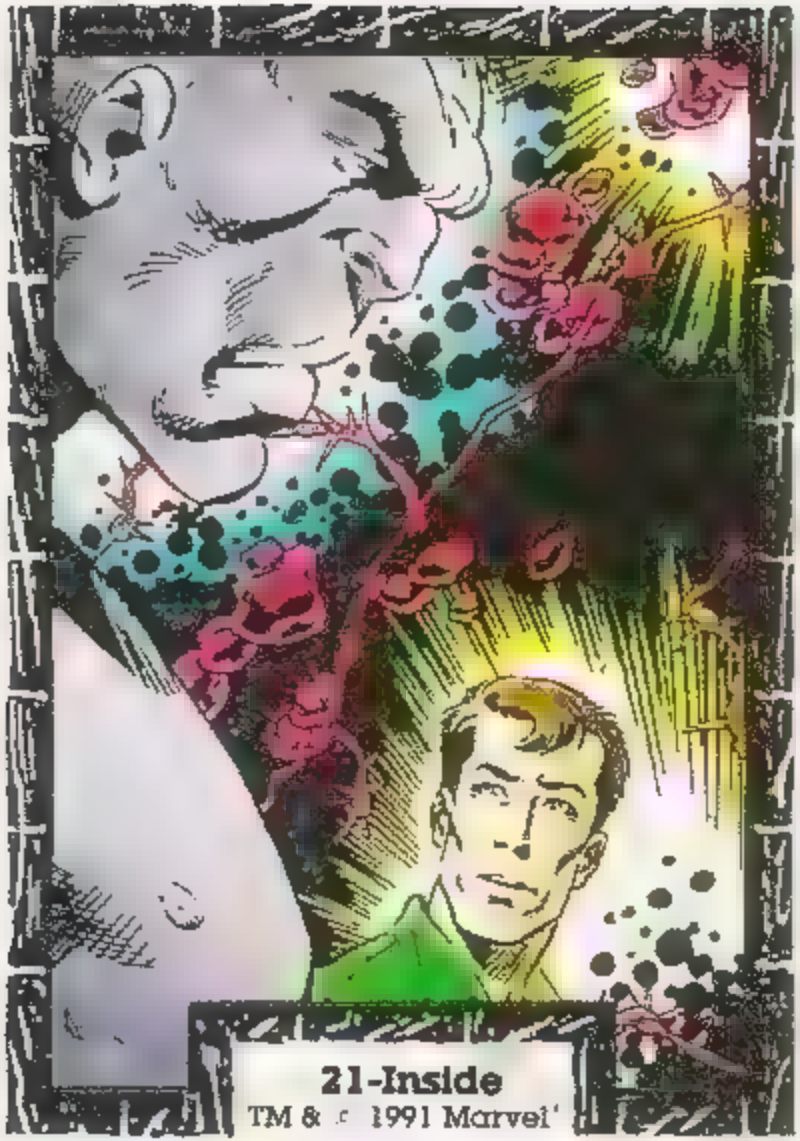
20-Unknown
TM & © 1991 Marvel

THE INCREDIBLE HULK™

20. UNKNOWN

The Hulk is drawn to a brightly illuminated apartment, along with his fellow ex-Defenders, to fight an unknown dark-force, The Strange Matter Creature.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



THE INCREDIBLE HULK™

21. INSIDE

In Doctor Strange's library, Strange opens Banner's mind, allowing Bruce to talk directly to the submerged Hulk, convincing him to help the Sub-Mariner and Strange

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

22. ARGUE

In Bruce's mind, the Hulk reminds Bruce of his wife, Betty and the need to find her. Suddenly, from Banner's back emerges the Strange Matter Creature's hands

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

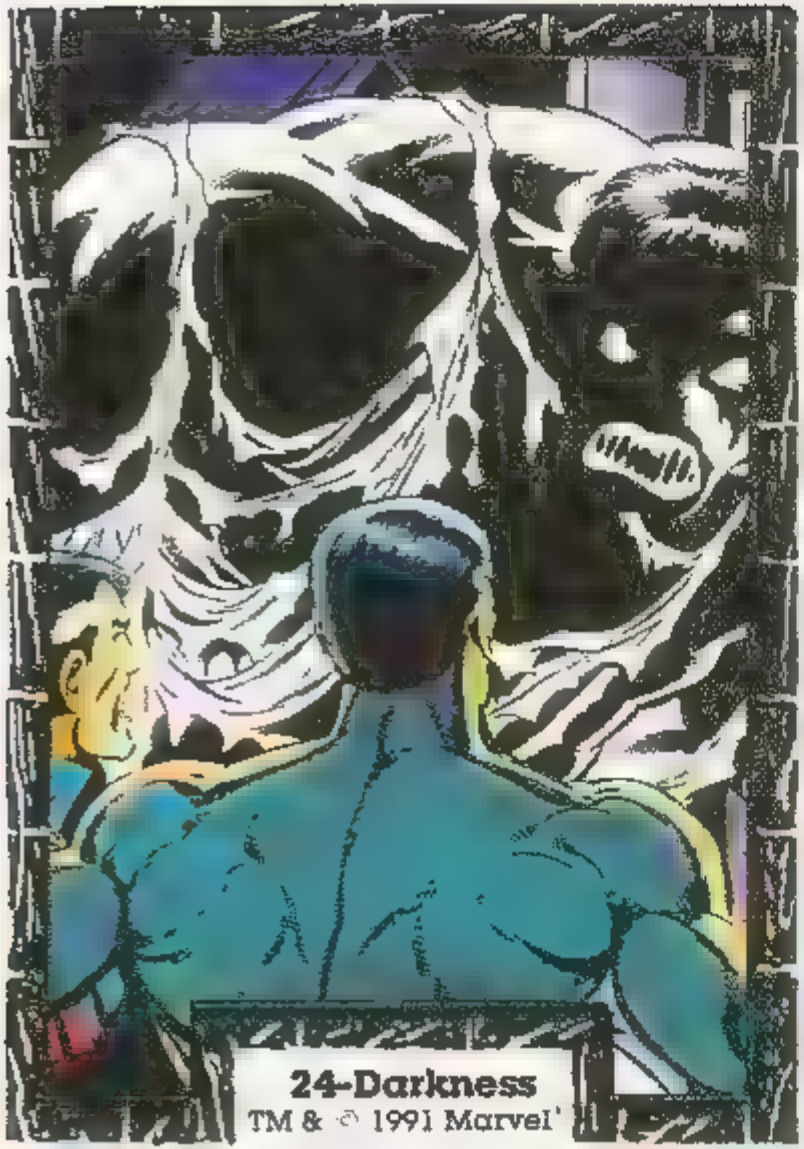
23-Grabbed
TM & © 1991 Marvel

THE INCREDIBLE HULK™

23. GRABBED

The black hands grab Bruce's body, engulfing it completely

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



THE INCREDIBLE HULK™

24. DARKNESS

What emerges is the Hulk's body, colorless and completely controlled by the Strange Matter Creature, to rule over all.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

25-Dark Hulk
TM & © 1991 Marvel

THE INCREDIBLE HULK™

25. DARK HULK

The Creature takes the Hulk's body into hiding until darkness, when the Hulk's strength will be at its fullest.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

26 Take Over
TM & © 1991 Marvel

THE INCREDIBLE HULK™

26. TAKE-OVER

Although the Creature has control of the Hulk's physical body, it must still constantly fight Banner on a mental plane

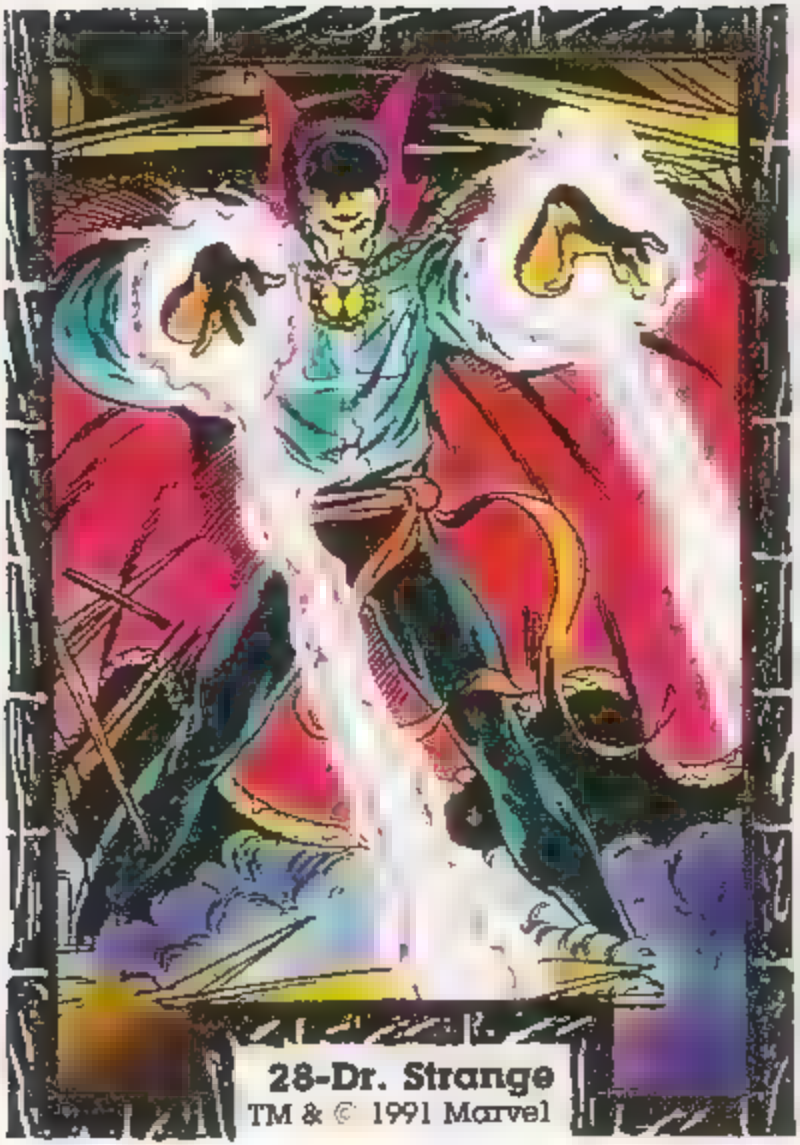
The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

27. NAMOR

The Sub-Mariner takes on the Dark Creature, one on one.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



28-Dr. Strange
TM & © 1991 Marvel

THE INCREDIBLE HULK™

28. DOCTOR STRANGE

Stephen Strange finds a way to bridge the Strange Matter Creature's alien dimension and ours, in order to send it back.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

29-Revived
TM & © 1991 Marvel

THE INCREDIBLE HULK™

29. REVIVED

The Sub-Mariner continues the fight after being rejuvenated by water. Dr Strange conjures a dimensional doorway in Banner's mind, which sucks the dark entity into it, leaving the grey Hulk and Banner behind.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

30. BETTY

Through a number of phone calls, Doctor Strange locates Bruce's wife at a convent in Connecticut.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

31. SPEEDING

The mysterious Prometheus begins to track the Hulk in a special high velocity car

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

32. HE'S BACK

As Bruce learns that Betty is at the local train station, he hurries to stop her from leaving. The unseen Prometheus prevents Bruce from nearly rejoining his wife. The strain is too much as Banner's adrenalin begins to pump.

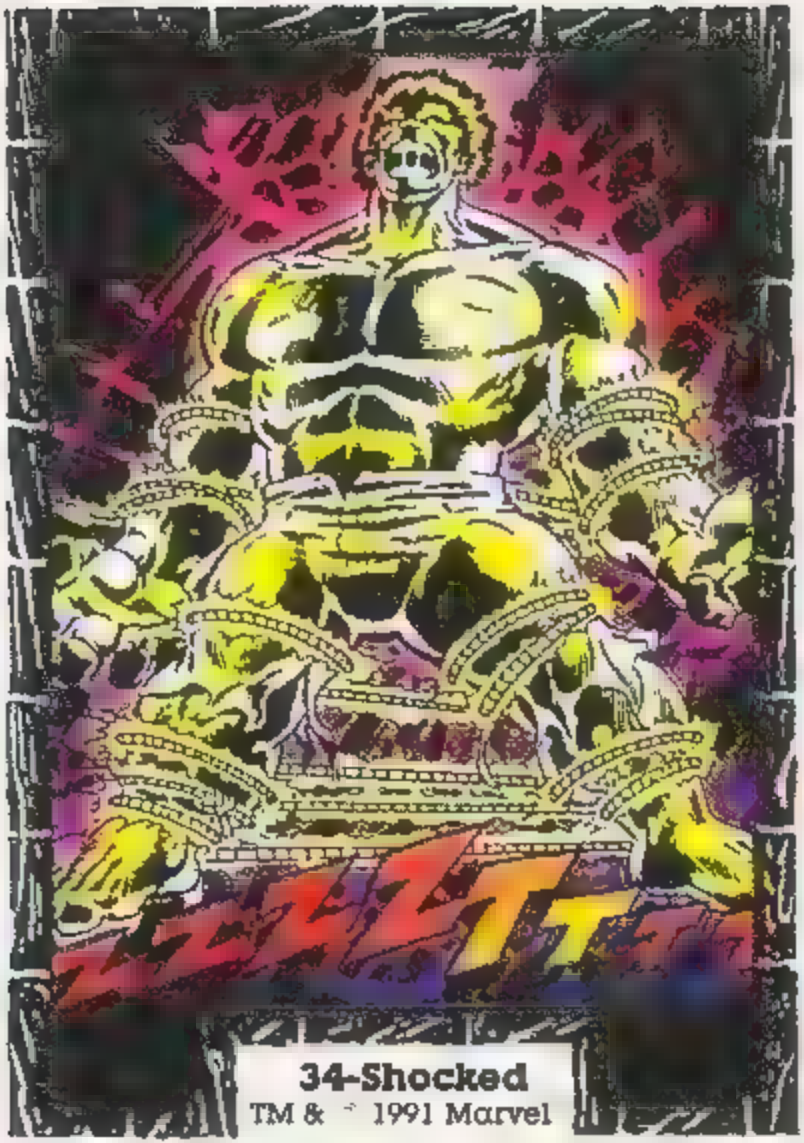
The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

33. .... AND GREEN

Angered, Bruce Banner once again transforms into the incredible green Hulk, splitting right through Banner's pale skin.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



34-Shocked
TM & © 1991 Marvel

THE INCREDIBLE HULK™

34. SHOCKED

Expecting the grey Hulk, Prometheus is unable to capture the more powerful green Hulk and retreats making a call to his headquarters for the help of the entire Pantheon group.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

35. REJOINED

With the threat of Prometheus gone, the Hulk relaxes and reverts back to Bruce To his surprise, Betty is still at the train station as they are happily reunited

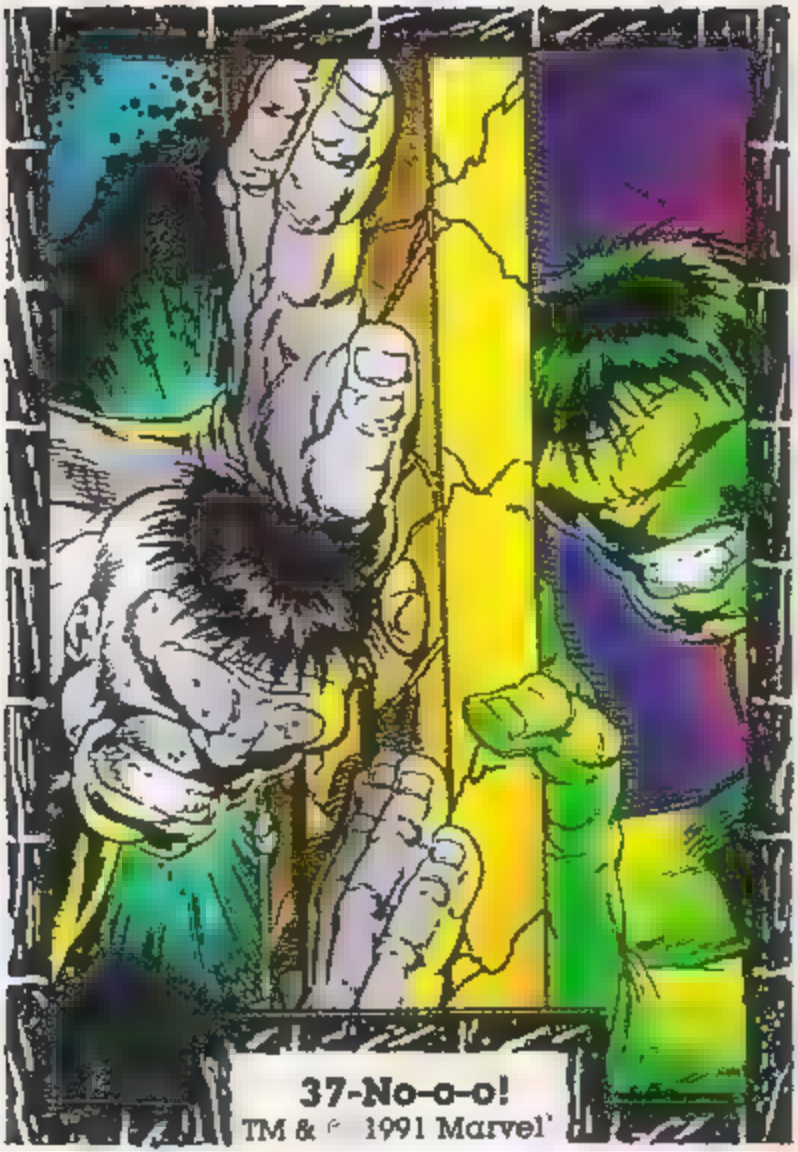
The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

36. I GET IT!

The grey Hulk and Betty talk. She realizes the grey Hulk is part of Bruce's mind and that part also has feelings for her

The Incredible Hulk. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



37-No-o-o!
TM & © 1991 Marvel

THE INCREDIBLE HULK™

37. NO-O-O-!

Within Banner's mind, the grey Hulk pushes the green Hulk back through a doorway and locks it, using this like a mental block to shut him out from controlling Banner's mind and body

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

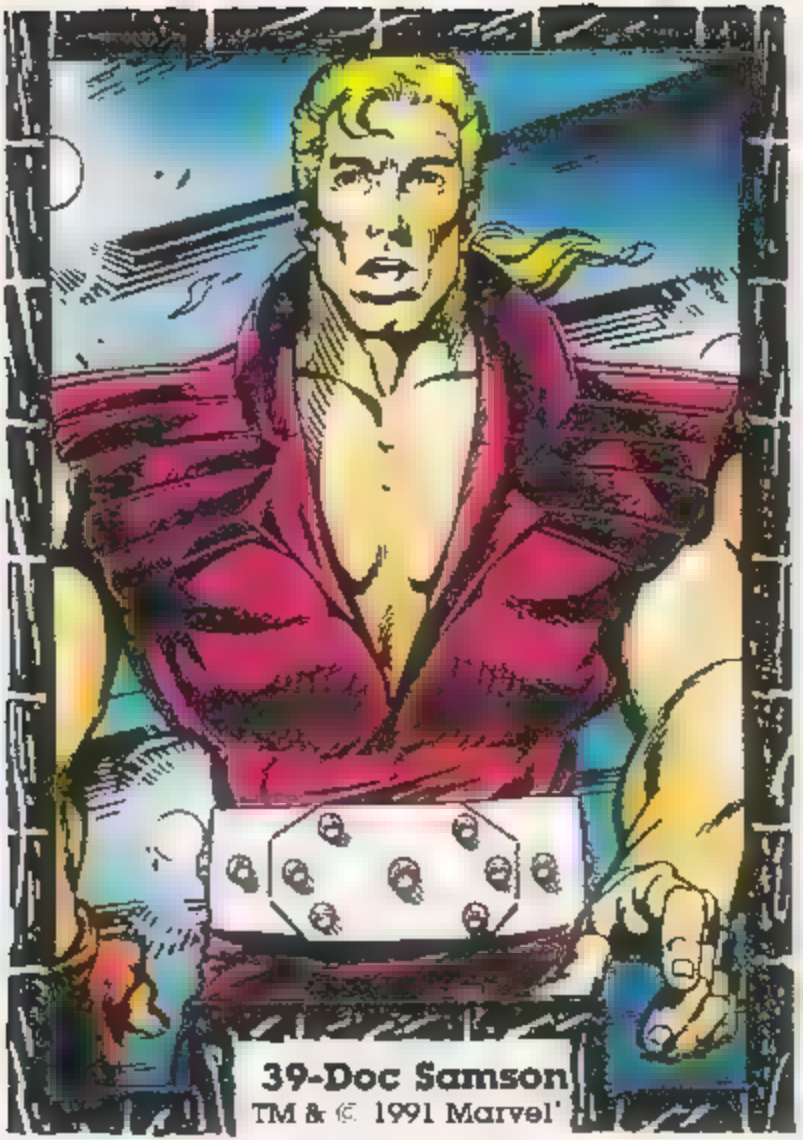
38-Skinned
TM & © 1991 Marvel

THE INCREDIBLE HULK™

38. SKINNED

Federal agents investigate the scene of Hulk's battle with Prometheus's car. One agent finds the shed skin of Bruce Banner, which was left after his transformation into the green Hulk.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

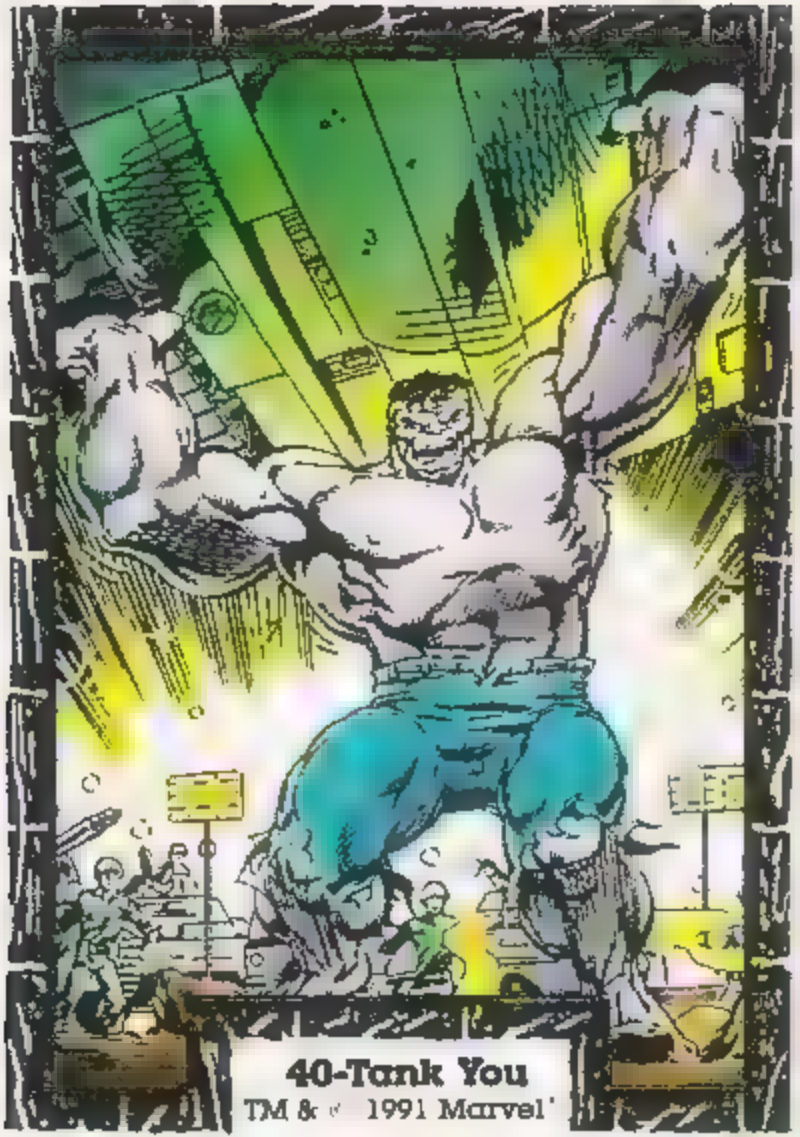


THE INCREDIBLE HULK™

39. DOC SAMSON

The FBI notifies the military about the Hulk and in turn, Doc Samson. With knowledge of the green Hulk's return, Samson realizes Banner has multiple personalities and that both Hulks can exist.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

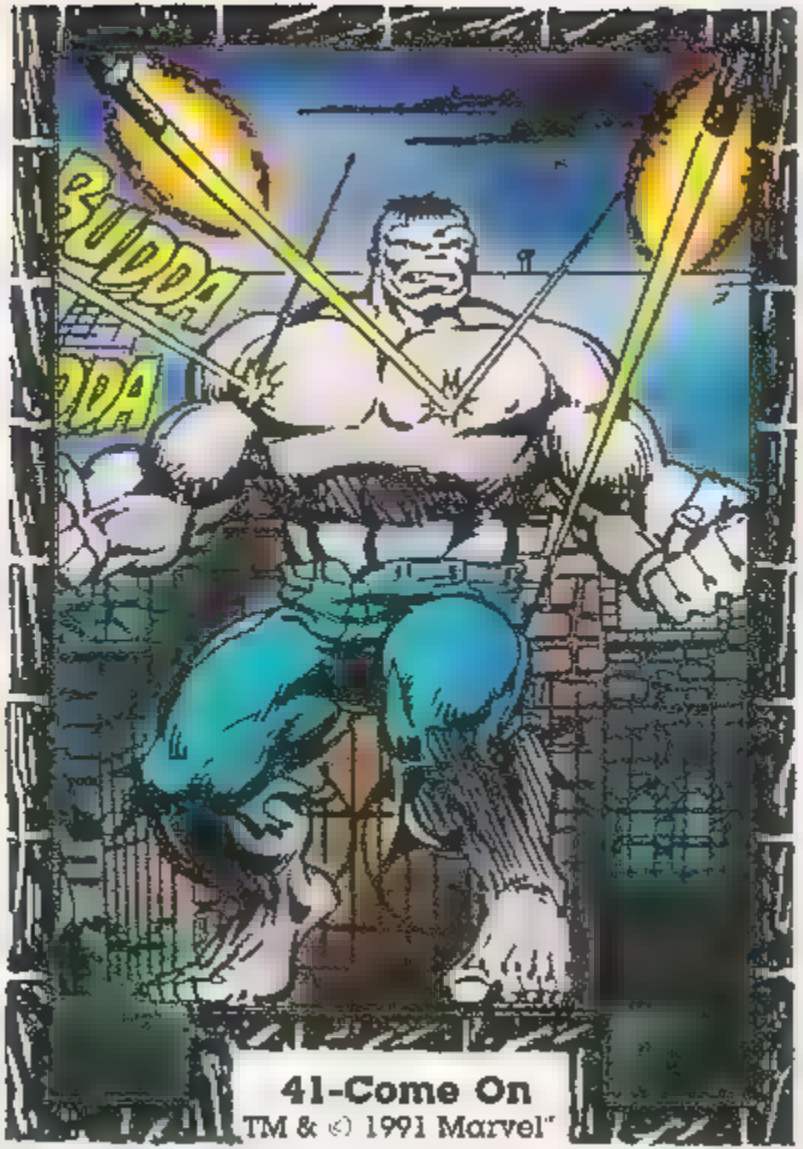


THE INCREDIBLE HULK™

40. TANK YOU

The Hulk takes on the U S Army and Doc Samson. The military wants to capture the Hulk, while Samson wants to help him. The Hulk answers back, no tank you

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



41-Come On
TM & © 1991 Marvel™

THE INCREDIBLE HULK™

41. COME ON

Bullets only bounce off the Hulk's resistant, tough skin.

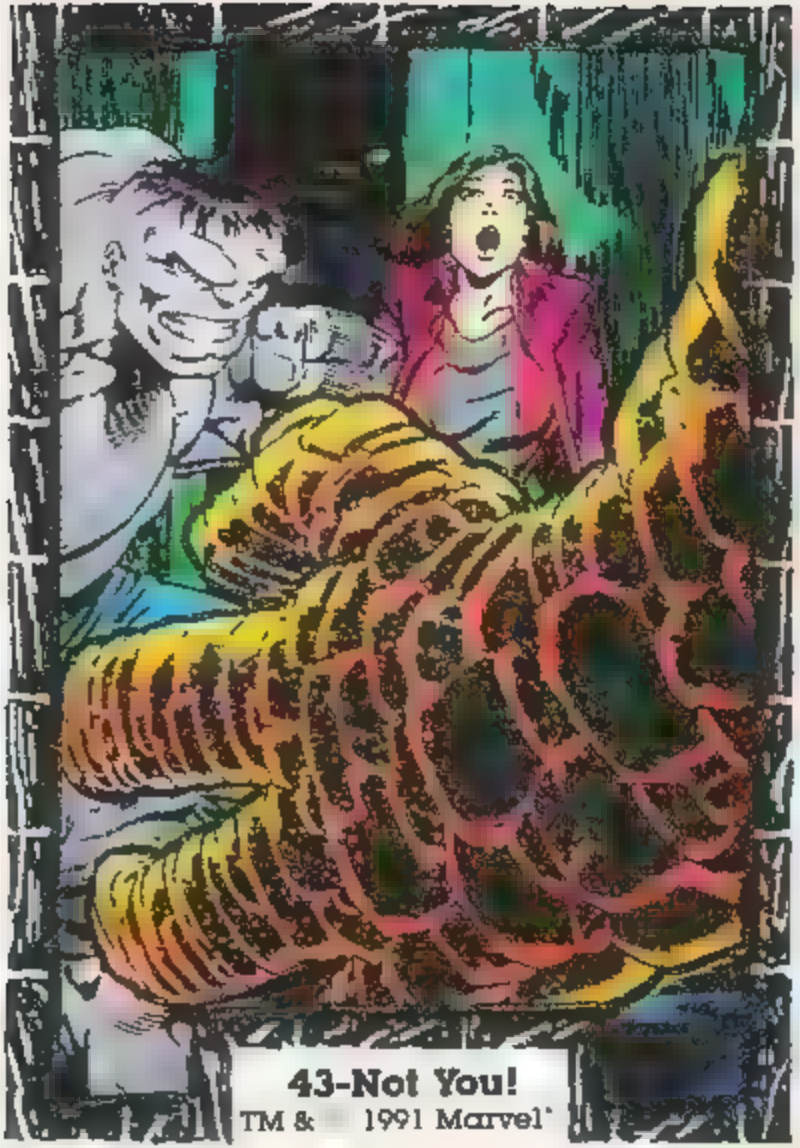
The Incredible Hulk. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

42. MOUTHFUL

A soldier hopelessly throws a grenade, which by chance lands in the Hulk's mouth. He spits it out before it explodes, turns and leaps away with Betty under his arm leaving the Army far behind.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



43-Not You!
TM & 1991 Marvel

THE INCREDIBLE HULK™

43. NOT YOU!

Is this the rematch of the classic clash between the Hulk and the Thing or is it someone who resembles Ben Grimm?

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

44. RICK JONES

Rick Jones enters the scene after being chased down a dark alley

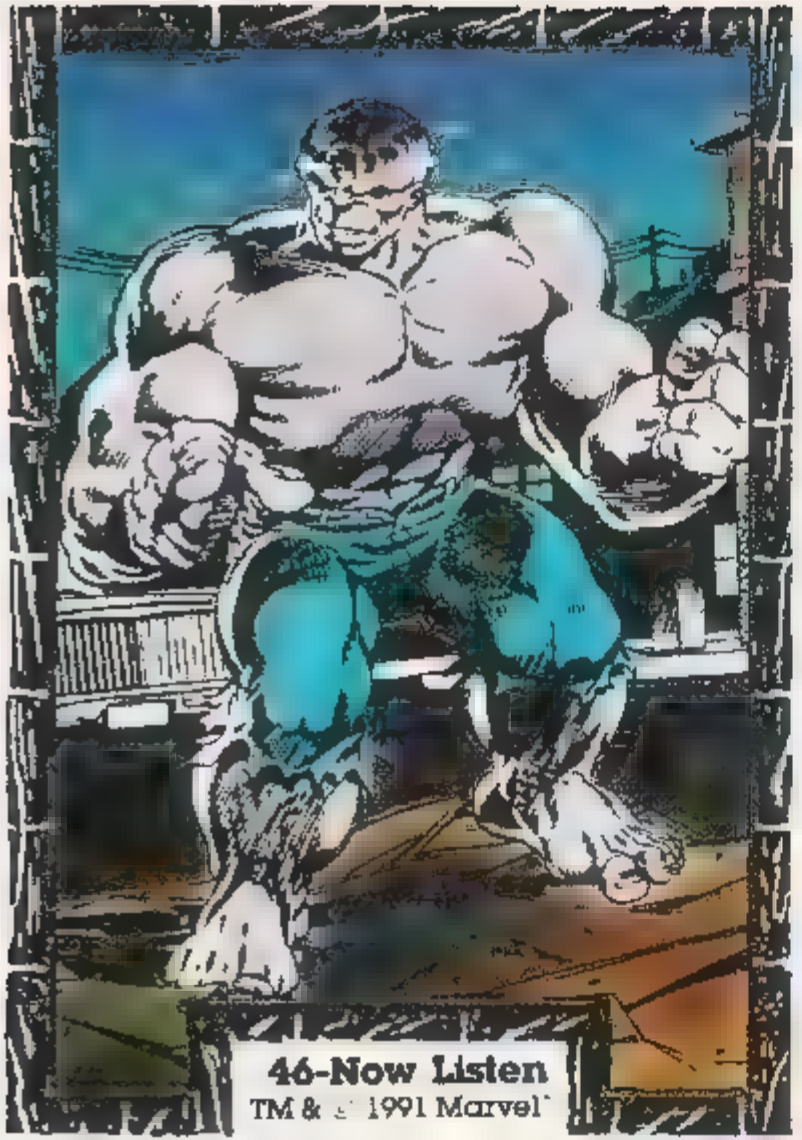
The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

45. THE THING?

Rick runs into someone he thinks he recognizes, only to be slapped down by the impostor as the deceiver transforms into it's own true self.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

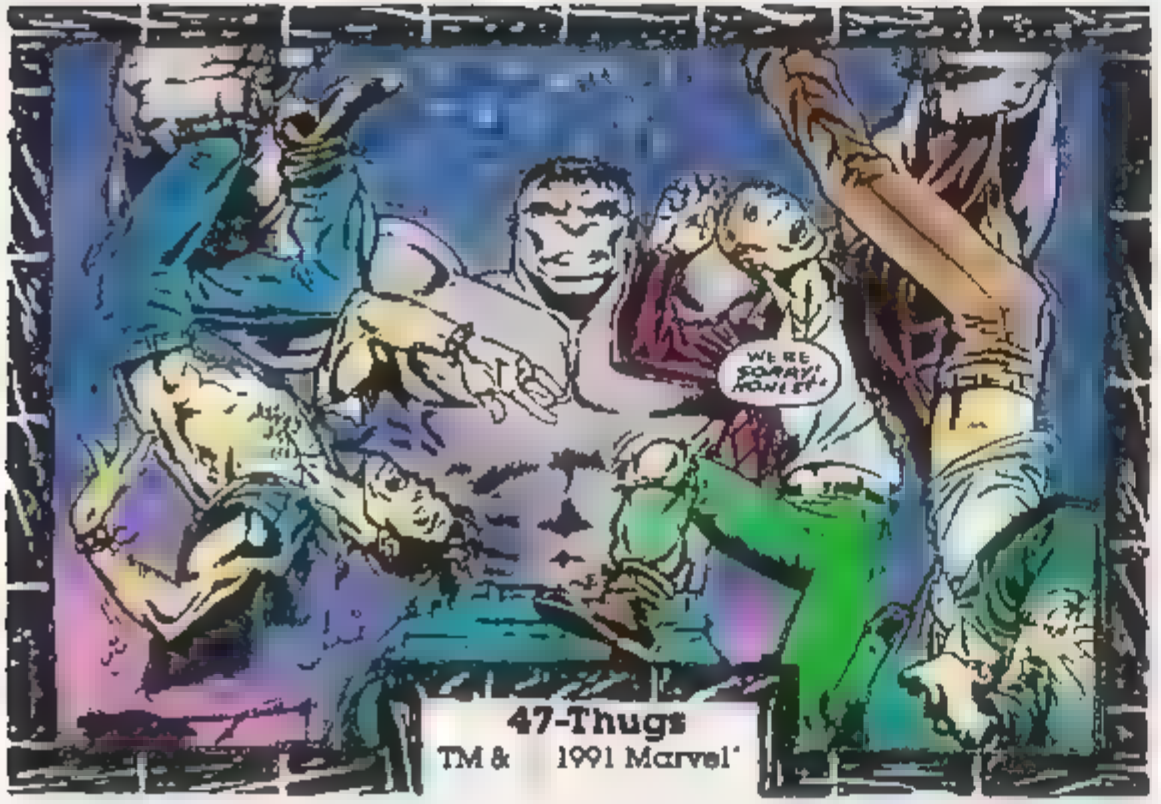


THE INCREDIBLE HULK™

46. NOW LISTEN

The Hulk captures the muggers who stole Betty's purse.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



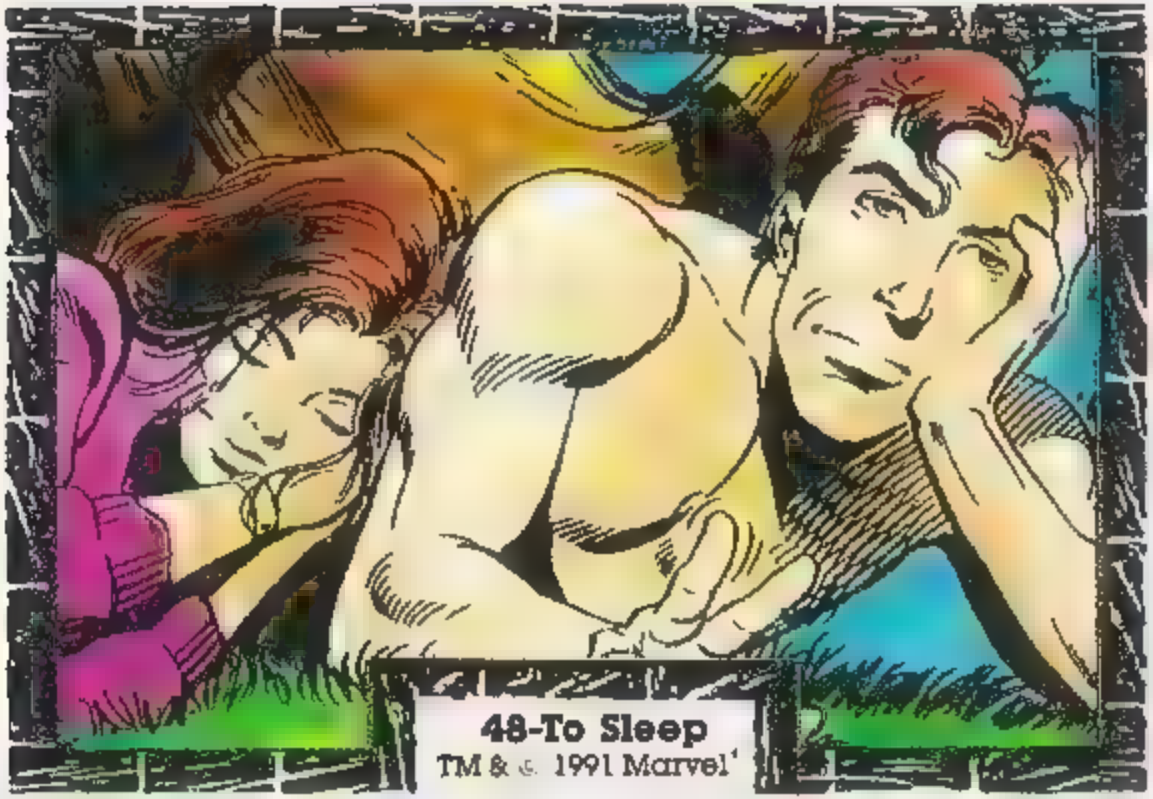
47-Thugs
TM & 1991 Marvel

THE INCREDIBLE HULK™

47. THUGS

After gathering up the hoodlums, and depositing them at the local police station, Betty shows Rick's new book to the Hulk. She reveals to him that Bruce and she have decided to find Rick through his publisher.

The Incredible Hulk. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

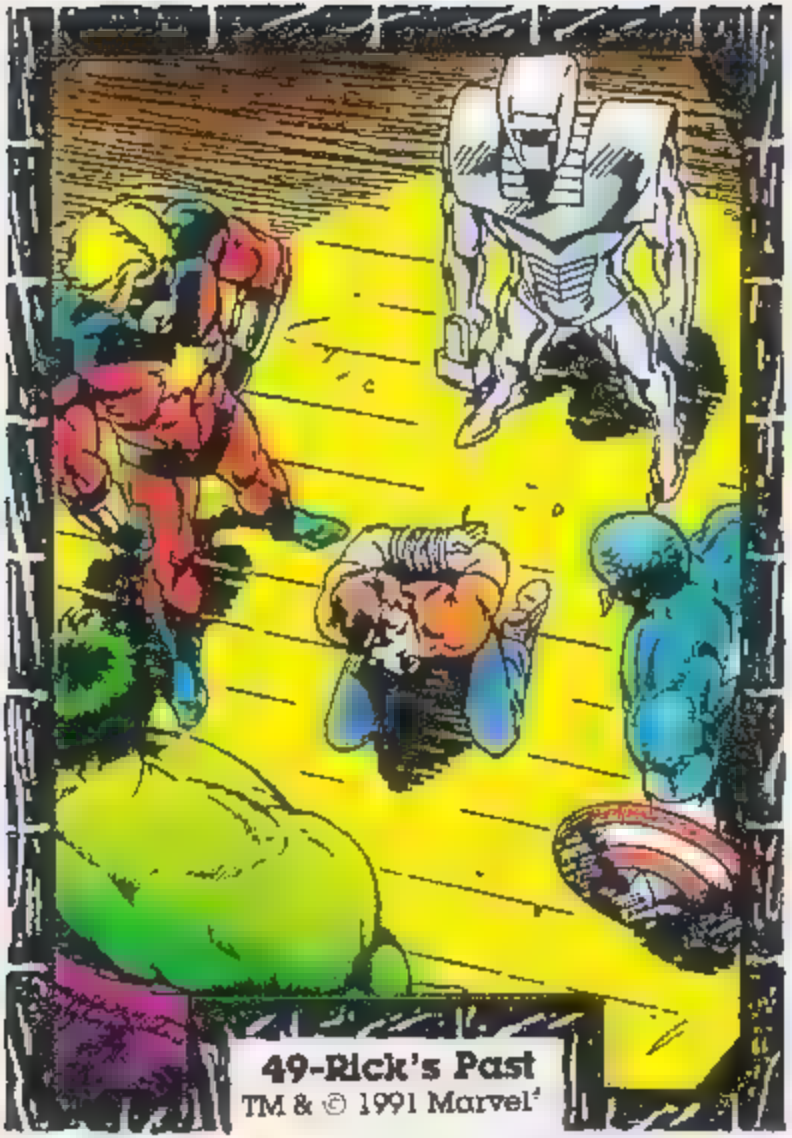


THE INCREDIBLE HULK™

48. TO SLEEP

At daylight, the Hulk reverts back to Banner. Exhausted from traveling, Betty sleeps as Bruce's insomnia adds to his visible mental stress

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



THE INCREDIBLE HULK™

49. RICK'S PAST

Rick has been kidnapped. His assailants mentally and physically abuse him trying to break his will by changing appearances to be his past friends who then mistreat him.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

50. TORTURED

Thinking Rick defenseless, only one attacker stays. Rick makes his break, knocking out the guard and switching clothes.

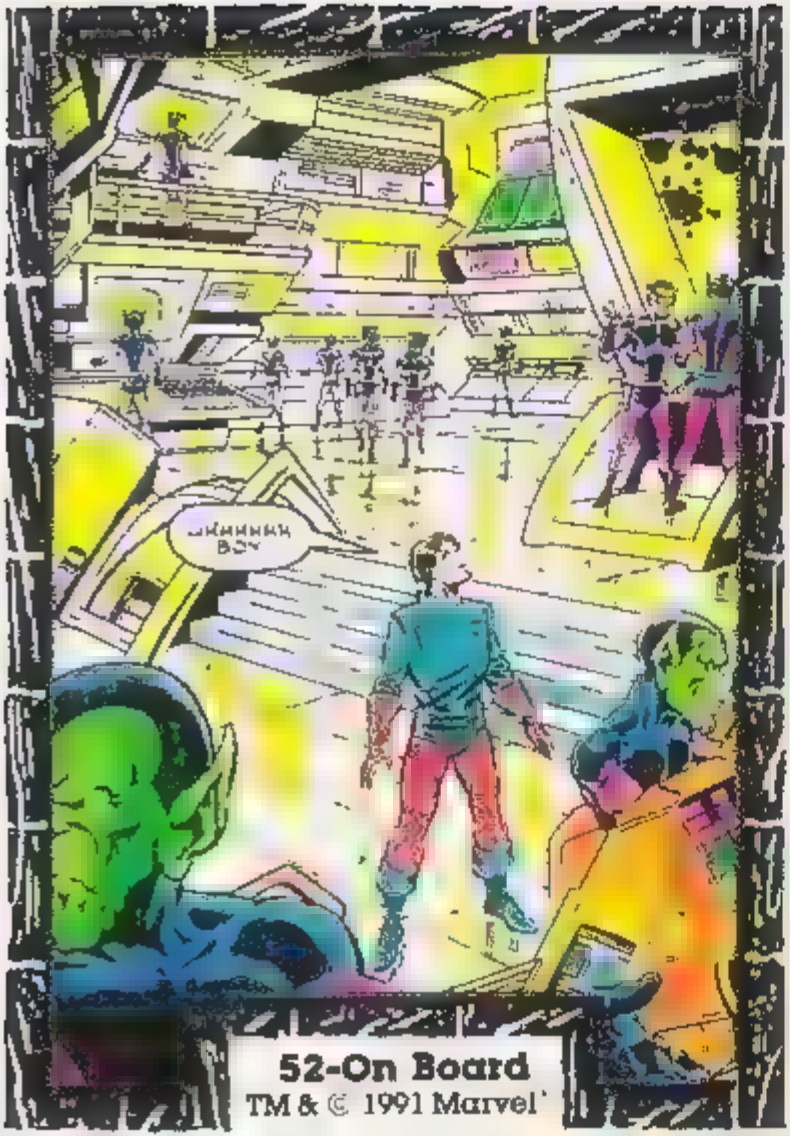
The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

51. SUPER SKRULL

Bruce and Betty have been attacked by the impostors who turn out to be the shape-shifting Skrulls.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved

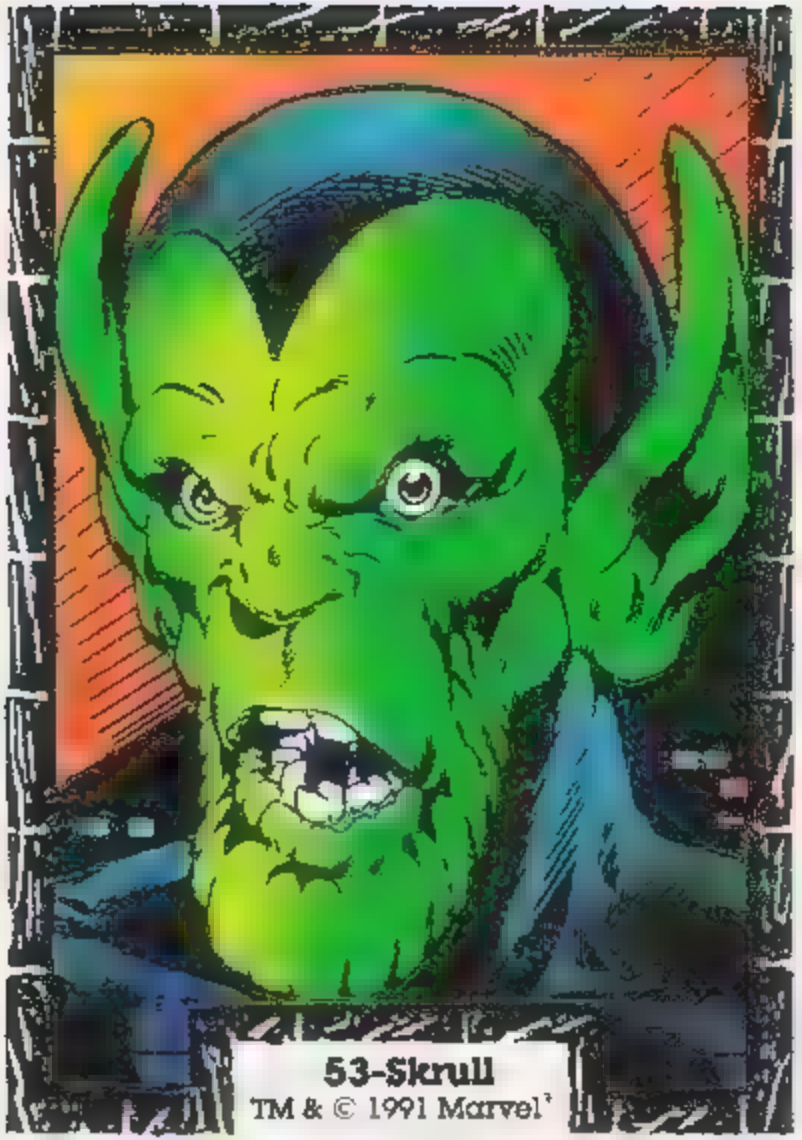


THE INCREDIBLE HULK™

52. ON BOARD

Trying to escape, Rick Jones realizes he is inside a Skrull outpost.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



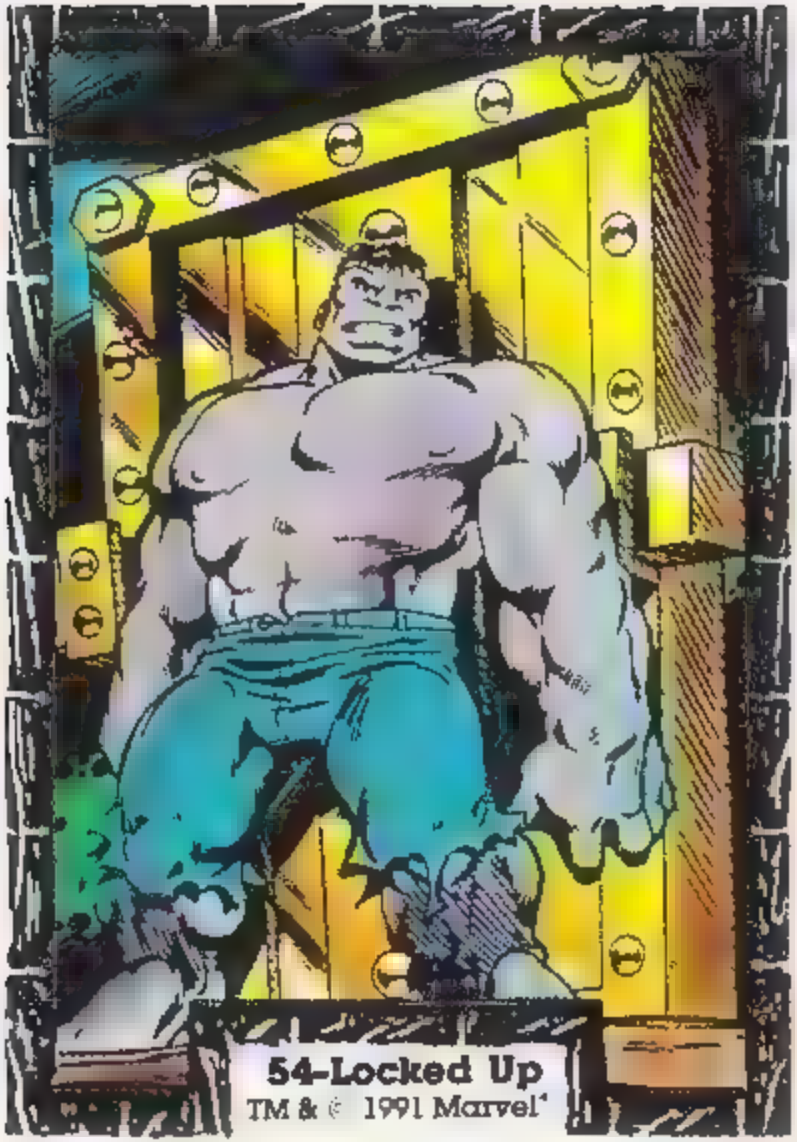
53-Skrull
TM & © 1991 Marvel

THE INCREDIBLE HULK™

53. SKRULL

The Skrulls believe Rick is one of them transformed. Rick learns that the Skrulls think he still has the mind power that ended the Kree-Skrull War, a mind they want to control.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

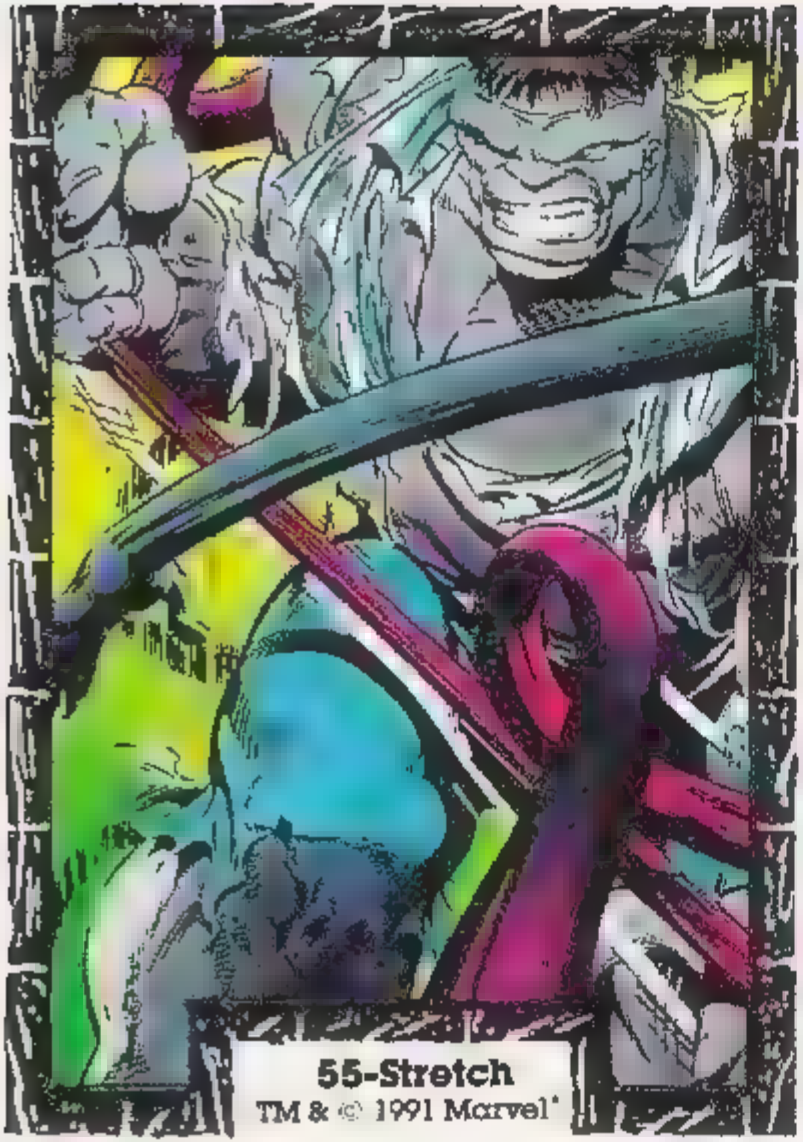


THE INCREDIBLE HULK™

54. LOCKED UP

The Super Skrull threatens to kill both Betty and Bruce Under the stress of anger, Bruce tries to summon the green Hulk, but the grey Hulk forces Banner to bring him forth, since he has the green Hulk locked away

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

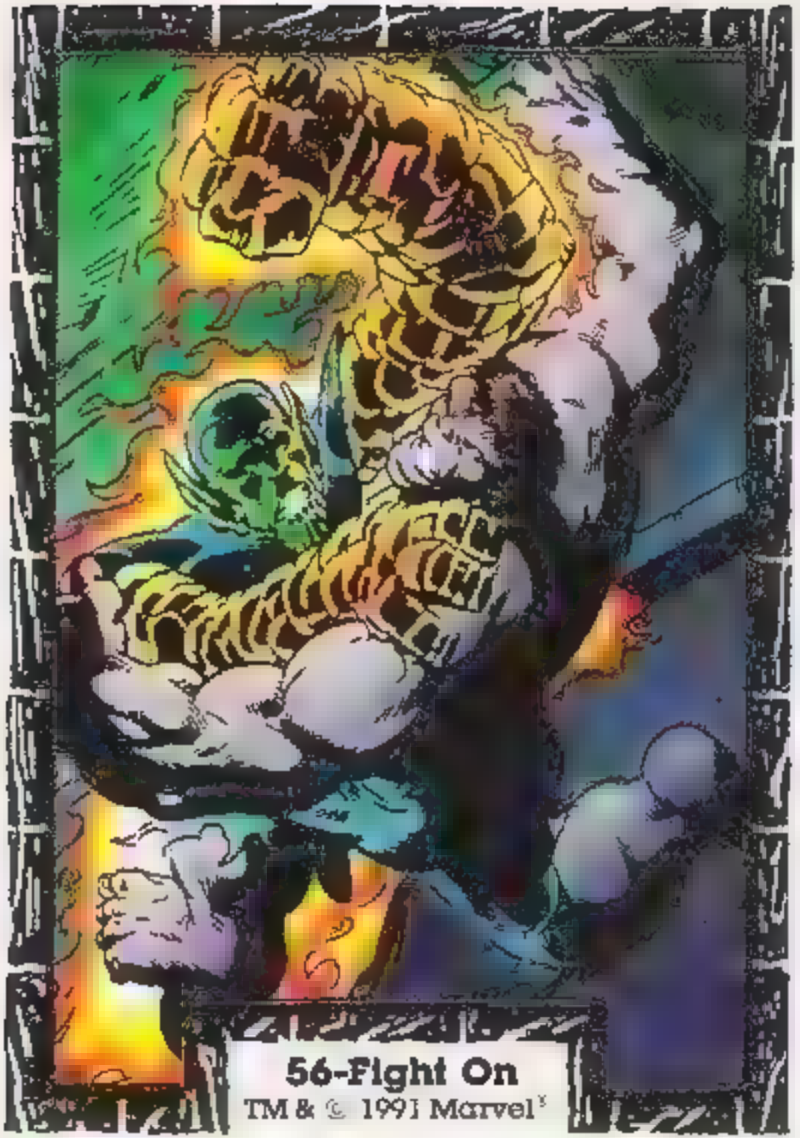


THE INCREDIBLE HULK™

55. STRETCH

For the first time ever, the grey Hulk persona surfaces in broad daylight, facing a surprised Super Skrull

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



56-Fight On
TM & © 1991 Marvel

THE INCREDIBLE HULK™

56. FIGHT ON

The Super Skrull is able to simulate the combined powers of the Fantastic Four.

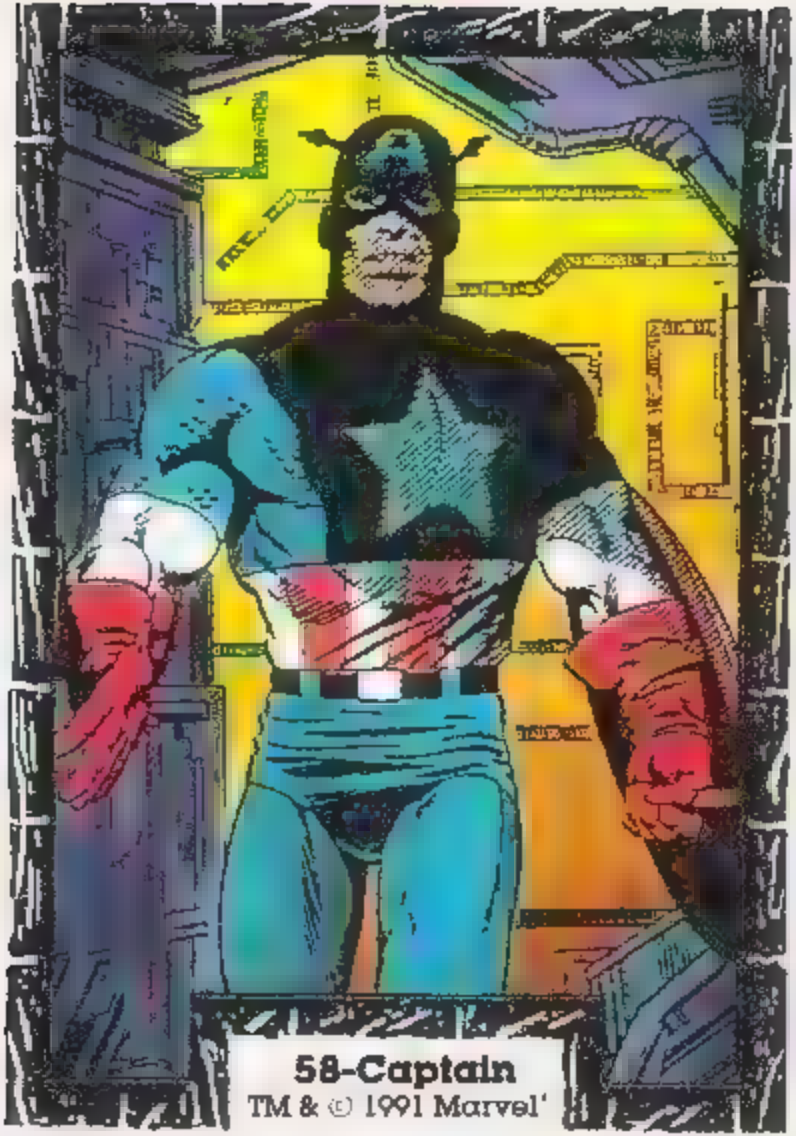
The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

57. ON FIRE

The grey Hulk's skin can withstand up to 3000 degrees Fahrenheit without blistering.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



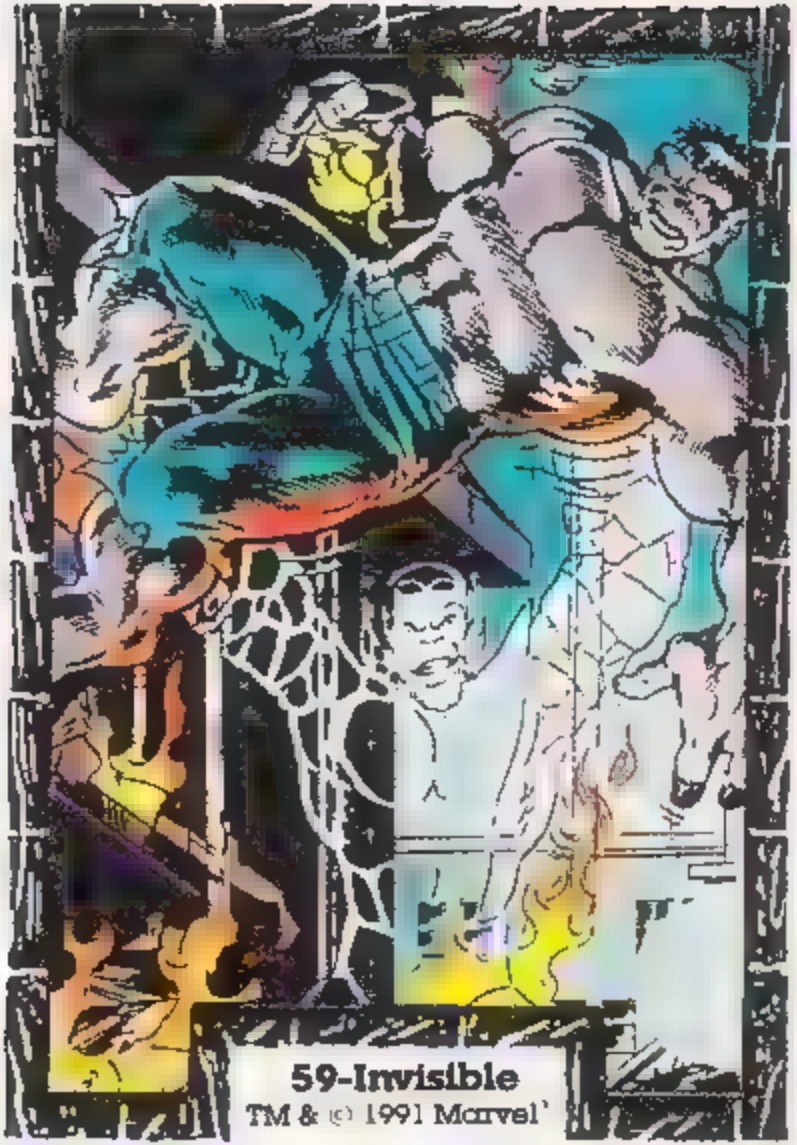
58-Captain
TM & © 1991 Marvel'

THE INCREDIBLE HULK™

58. CAPTAIN?

While escaping the Skrull's ship, Rick Jones is slowed down by a Skrull disguised as Captain America.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



59-Invisible
TM & © 1991 Marvel

THE INCREDIBLE HULK™

59. INVISIBLE

The Hulk defeats the Super Skrull after deducing that the Skrull utilizes only one power at a time to conserve energy.

The Incredible Hulk, TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

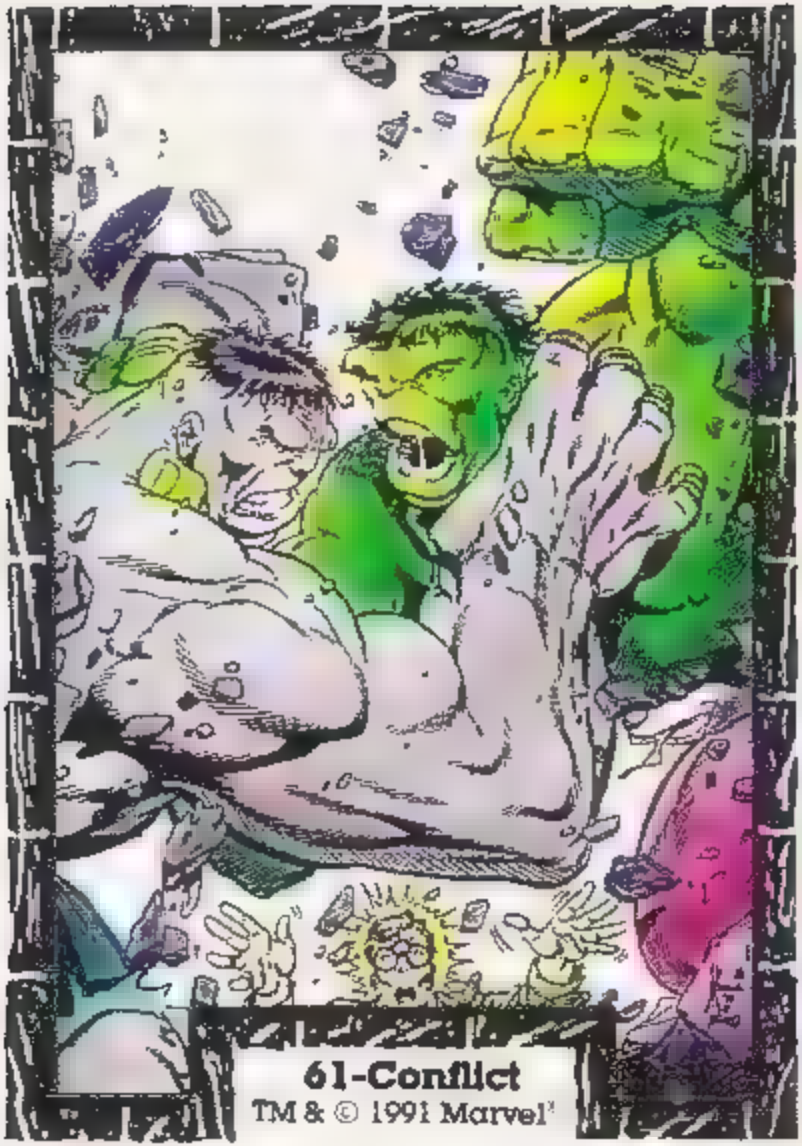
60-Marlo
TM & © 1991 Marvel

THE INCREDIBLE HULK™

60. MARLO

At Rick's apartment, his new girlfriend, Marlo Chandler, awaits his arrival. Unbeknownst to Rick, Marlo was also the grey Hulk's girlfriend.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



61-Conflict
TM & © 1991 Marvel

THE INCREDIBLE HULK™

61. CONFLICT

Within Bruce's mind, the two Hulks begin to fight to determine which will be the dominant personality

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

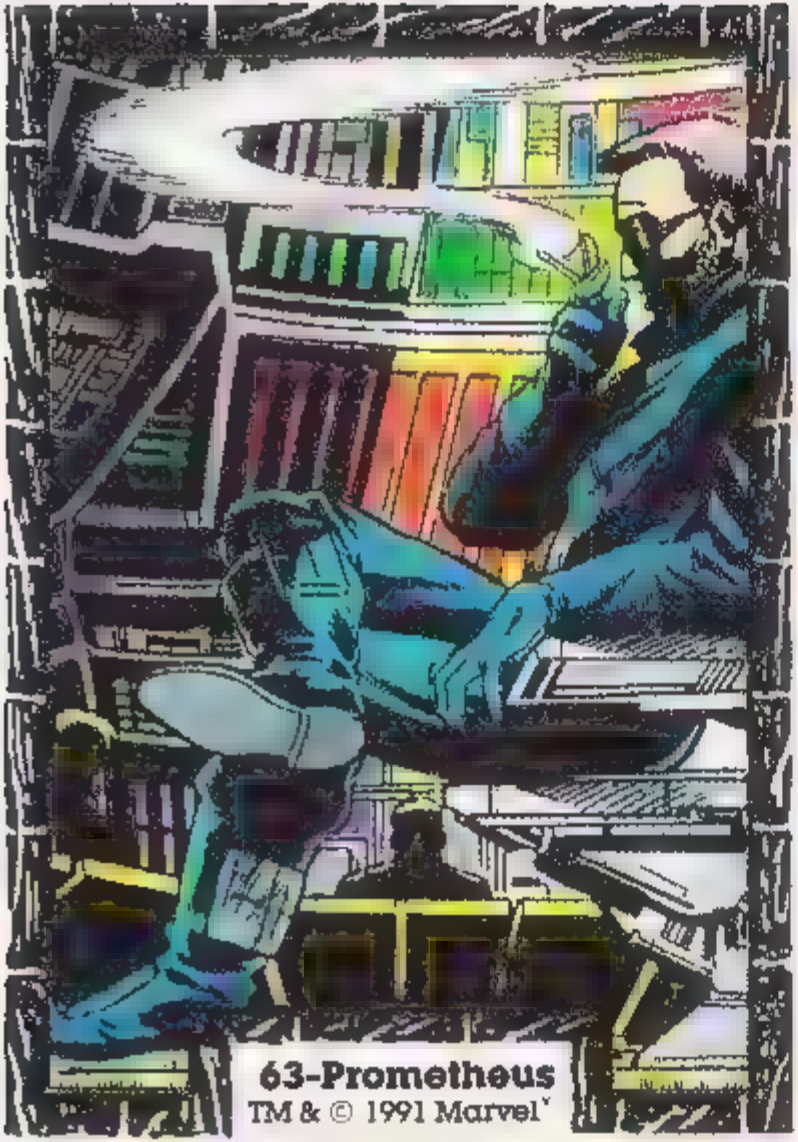
62-Going Home
TM & © 1991 Marvel

THE INCREDIBLE HULK™

62. GOING HOME

Hitching a ride back to Reno in the back of a pick-up truck, Rick and Betty sleep while Bruce's mind argues tirelessly with the two Hulks, driving him closer to the edge

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



THE INCREDIBLE HULK™

63. PROMETHEUS

Prometheus reports back to his cohorts about the green Hulk

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved

THE INCREDIBLE HULK™

64. AGAMEMNON

The tall, balding, mysterious leader of the group that Prometheus belongs to calls himself Agamemnon. They have decided to continue to pursue the Hulk.

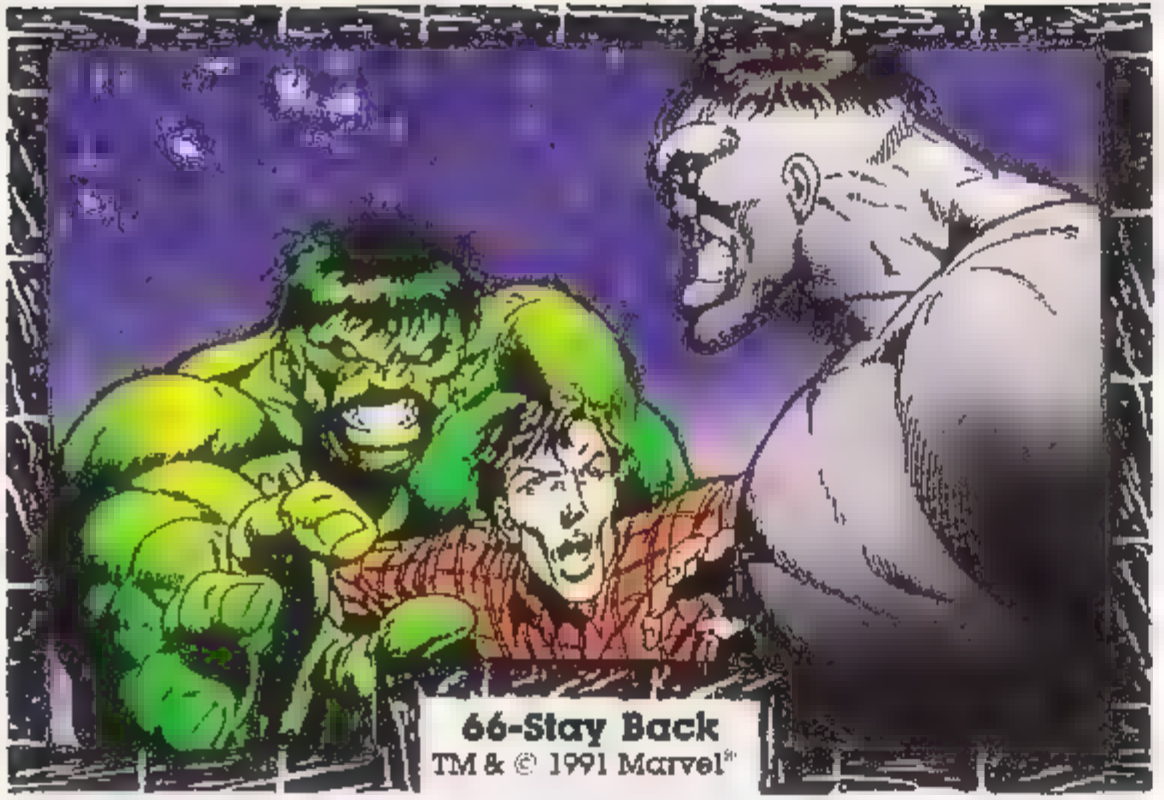
The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved

THE INCREDIBLE HULK™

65. HELP ME!

Back in Bruce's mind, the personality conflict continues with himself and the two Hulks. His physical self partially changes while the two Hulks battle for control inside.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



THE INCREDIBLE HULK™

66. STAY BACK

Banner tries to keep the two Hulks calm.

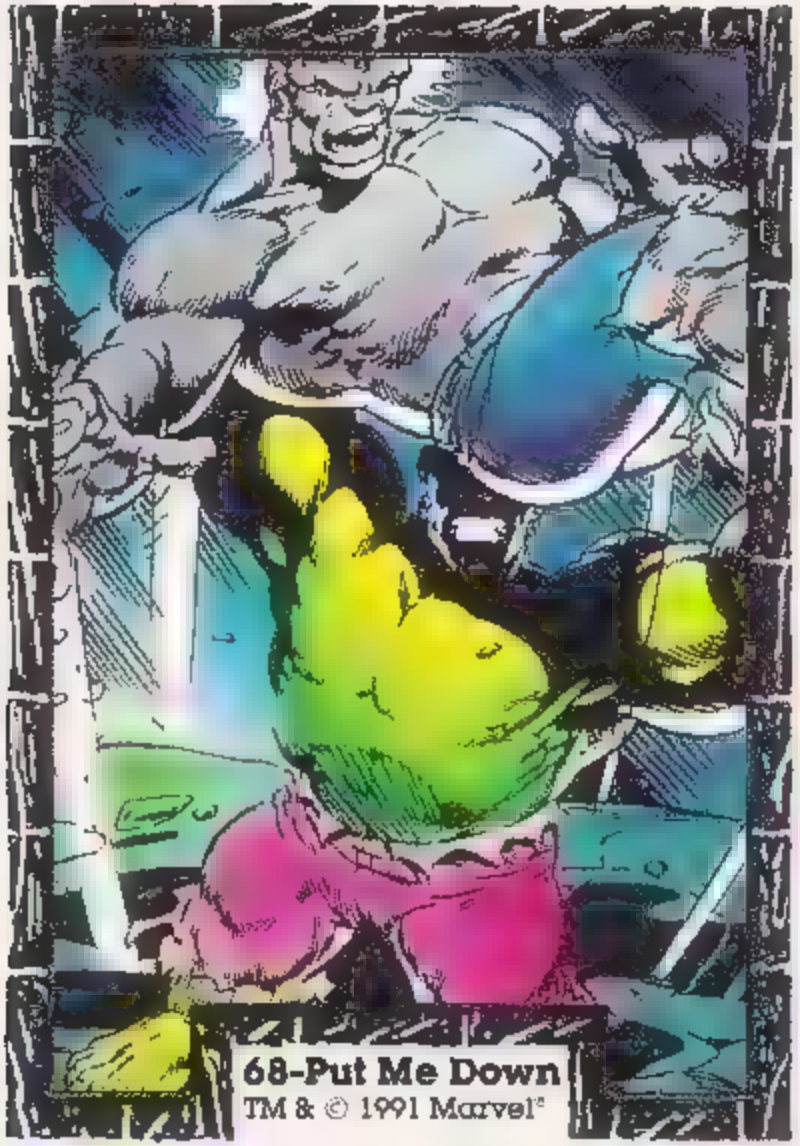
The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

67. BATTLE

Wanting to prove that one is better than the other they fight, causing Banner's external body to distort in shape

The Incredible Hulk. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



68-Put Me Down
TM & © 1991 Marvel

THE INCREDIBLE HULK™

68. PUT ME DOWN

The battle continues as the anger grows between the two Hulks.

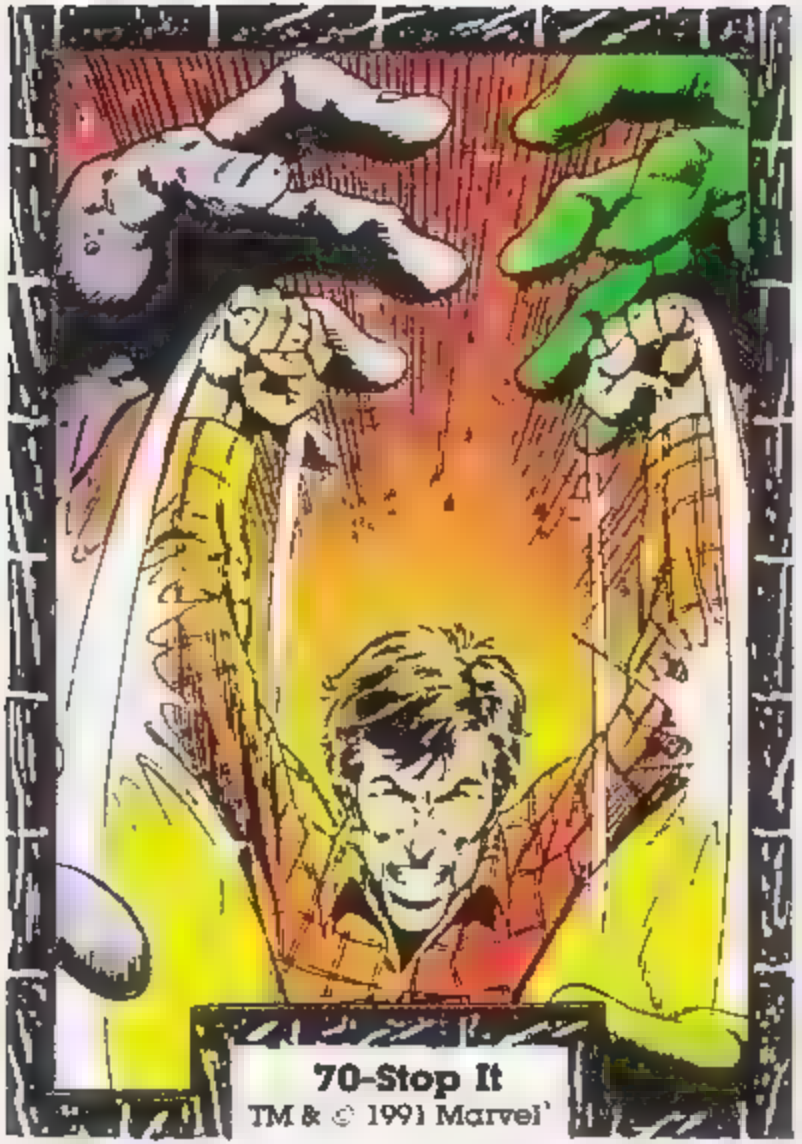
The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

69. IN THE MIDDLE

As the Hulks try to kill each other, Bruce tries to convince them that there is no "you" or "him", only "us".

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



THE INCREDIBLE HULK™

70. STOP IT

With Betty's tearful encouragement, Bruce takes control of the situation, physically stopping the two Hulks, proving he is the strongest one in his own mind.

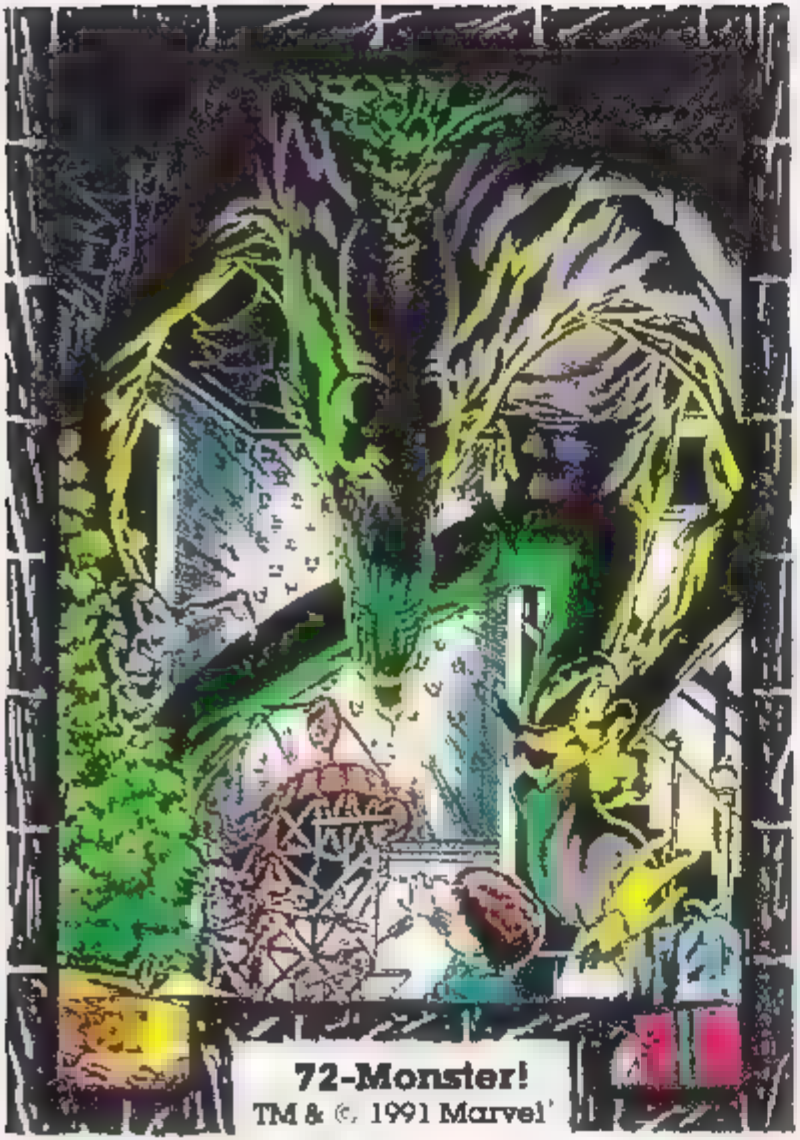
The Incredible Hulk. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

71. WHO'S INSIDE?

With the help of the hypnotic expert, Ringmaster, Bruce is put under a post-hypnotic suggestion. Doc Samson enters Bruce's mind, explaining to him and the two Hulks that they must come to terms with each other before they tear Banner apart.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



72-Monster!
TM & ©, 1991 Marvel

THE INCREDIBLE HULK™

72. MONSTER

In Banner's mind, they visit Bruce's childhood. To their surprise, Bruce as a child is being attacked by a huge dark monster and the two Hulks are powerless against it.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

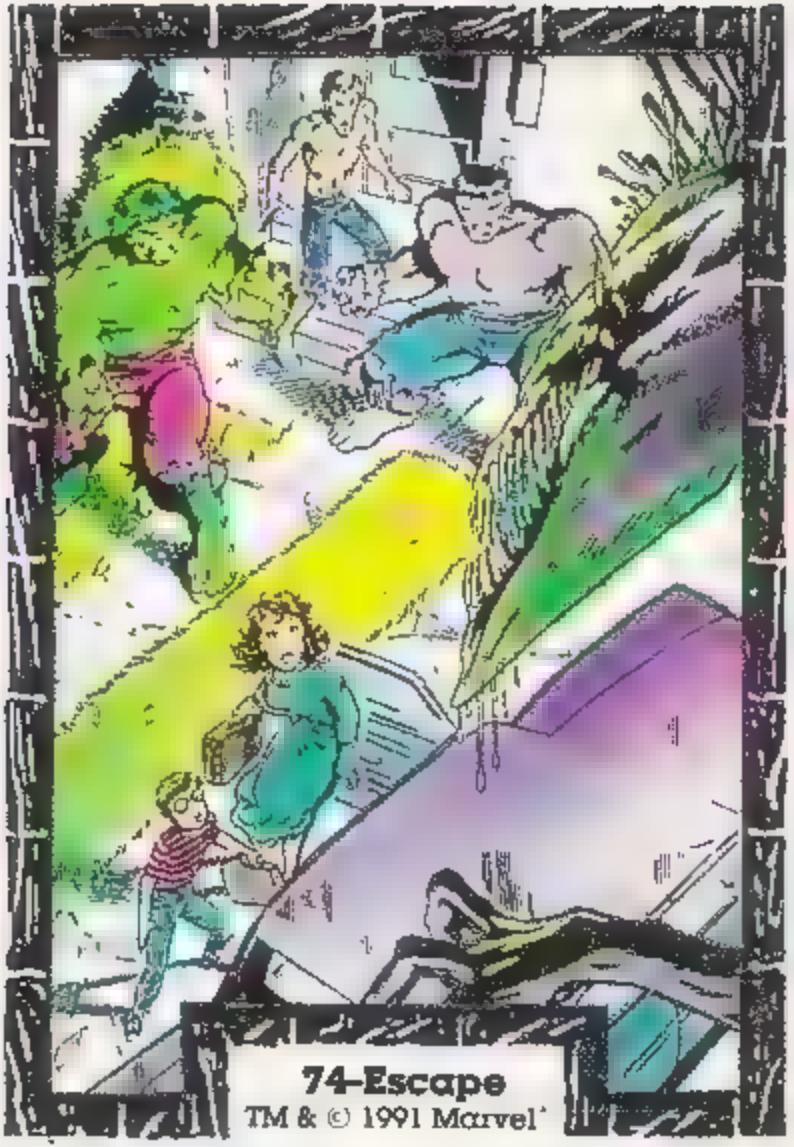
73-Let's Go
TM & © 1991 Marvel

THE INCREDIBLE HULK™

73. LET'S GO

As the scene changes in Bruce's mind, Banner relives a painful memory of childhood with his mother.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



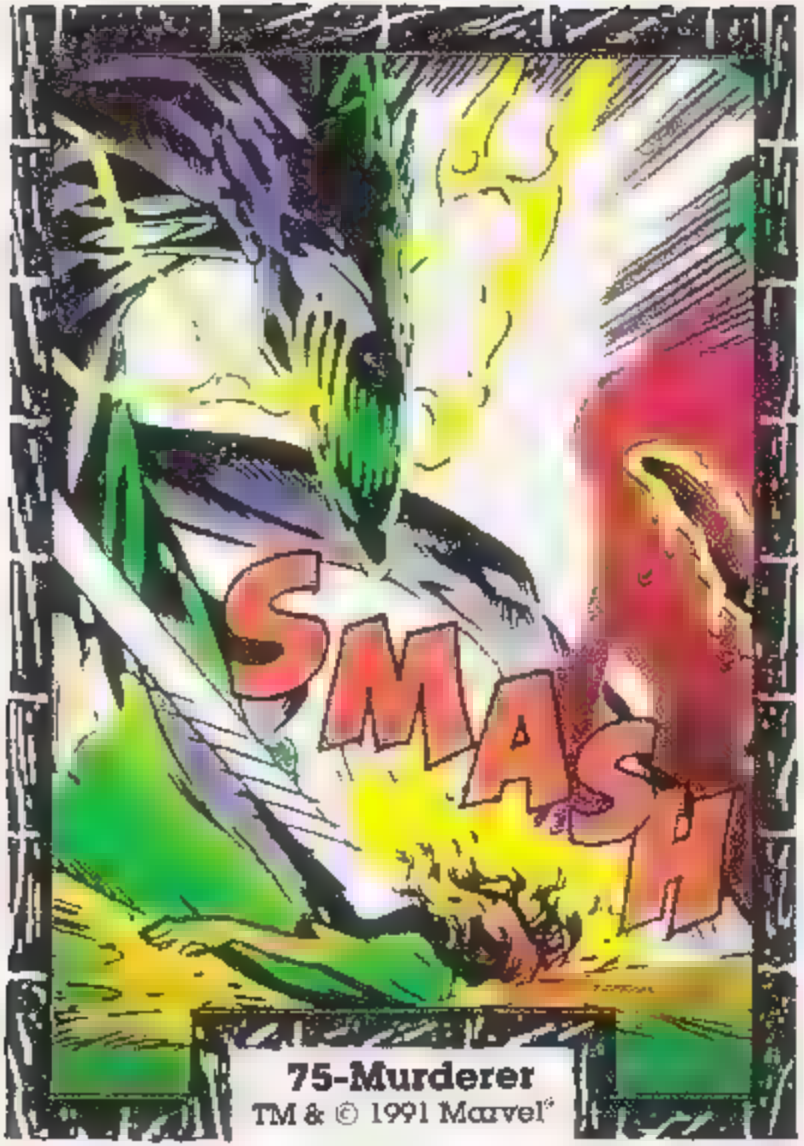
74-Escape
TM & © 1991 Marvel

THE INCREDIBLE HULK™

74. ESCAPE

He and his mother have packed their clothes and have gone out to the car to leave.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



75-Murderer
TM & © 1991 Marvel

THE INCREDIBLE HULK™

75. MURDER

The monster appears, grabbing Bruce's terrifed mom and brutally smashes her to the ground killing her.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

76-Mom

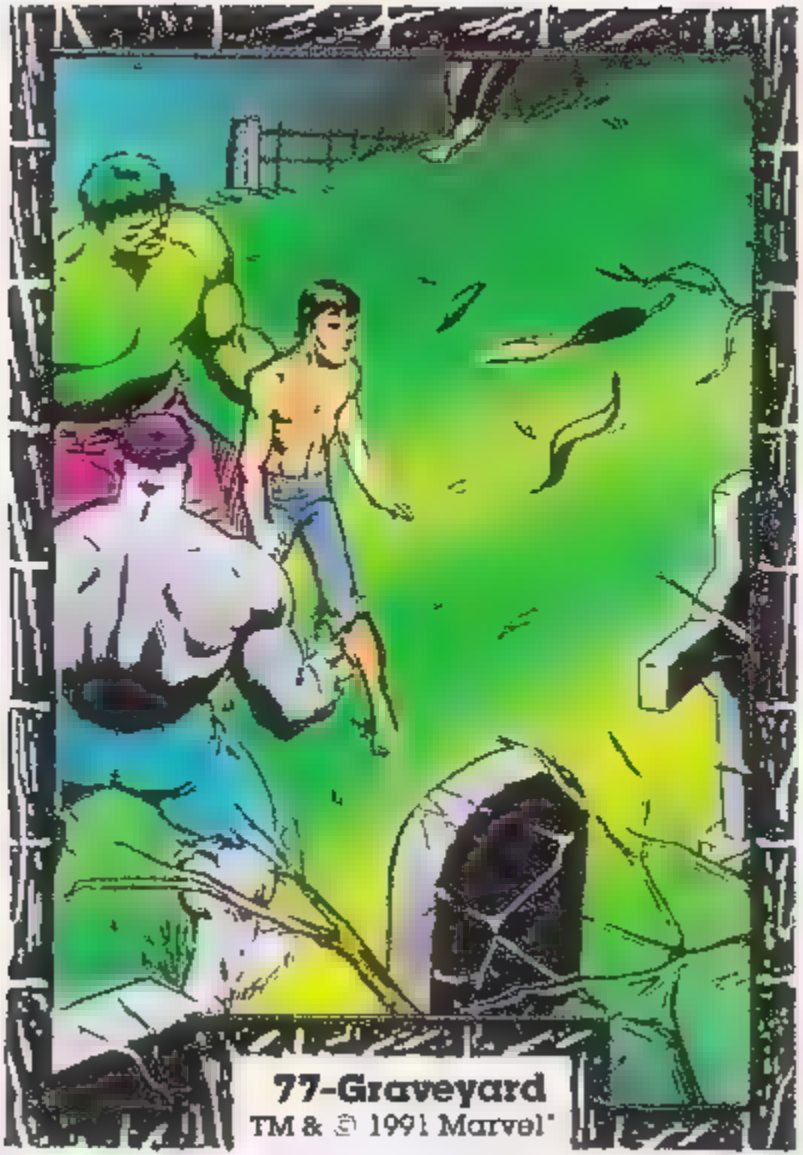
TM & © 1991 Marvel*

THE INCREDIBLE HULK™

76. MOM

The young Banner unemotionally bends down to his dead mother and strokes her pale face. Unable to show emotion or react until years later, he experiences a nuclear reaction which is responsible for the creating of the green, brutal Hulk.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



77-Graveyard
TM & © 1991 Marvel

THE INCREDIBLE HULK™

77. GRAVEYARD

In his own mind, Bruce and the two Hulks return to the graveyard where his mother was buried. This was the last place he ever saw the monster.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

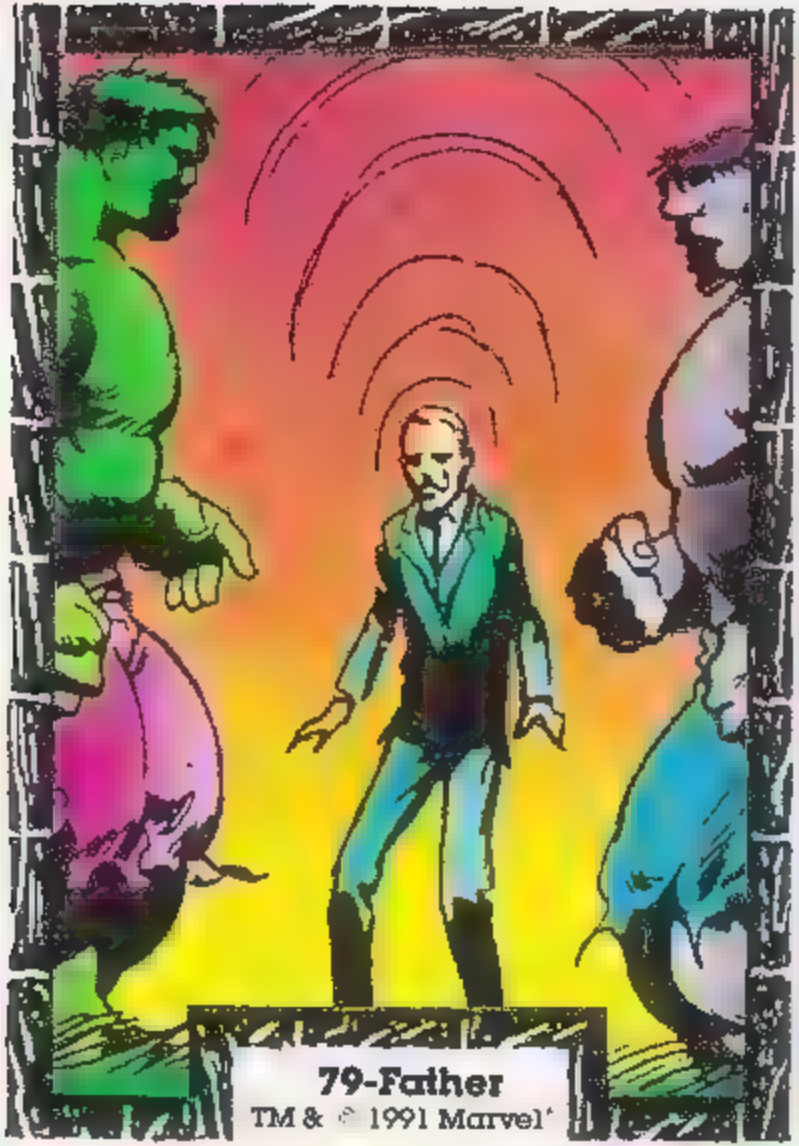
78-You Did It
TM & © 1991 Marvel

THE INCREDIBLE HULK™

78. YOU DID IT

The monster in Bruce's life was his father who killed his mother and who made Bruce bury all of his emotions.

The Incredible Hulk' TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

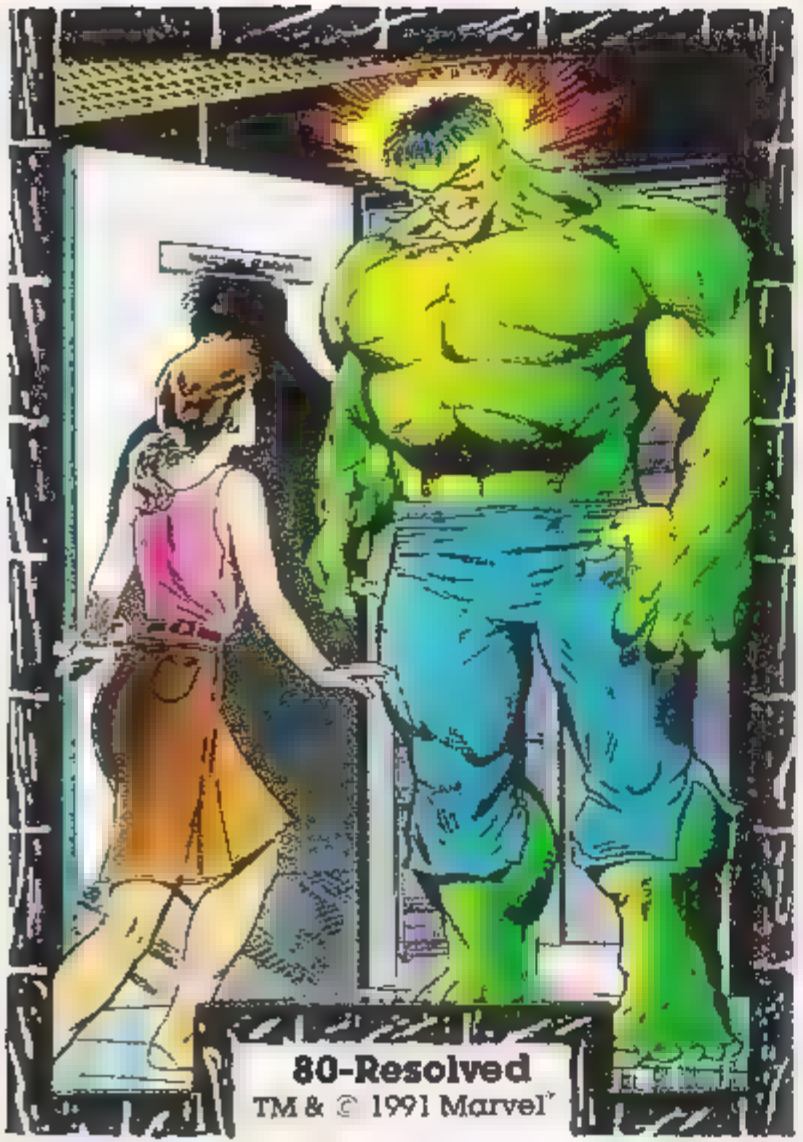


THE INCREDIBLE HULK™

79. FATHER

Bruce's father, Dr Brian Banner was an atomic scientist who was insanely jealous of a mother's love for her son. Brian Banner was put in a mental hospital after he murdered his wife

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



80-Resolved
TM & © 1991 Marvel

THE INCREDIBLE HULK™

80. RESOLVED

With Bruce's childhood problem exposed, Doc Samson's solution to Banner's multiple personality disorder was to integrate the three personalities.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

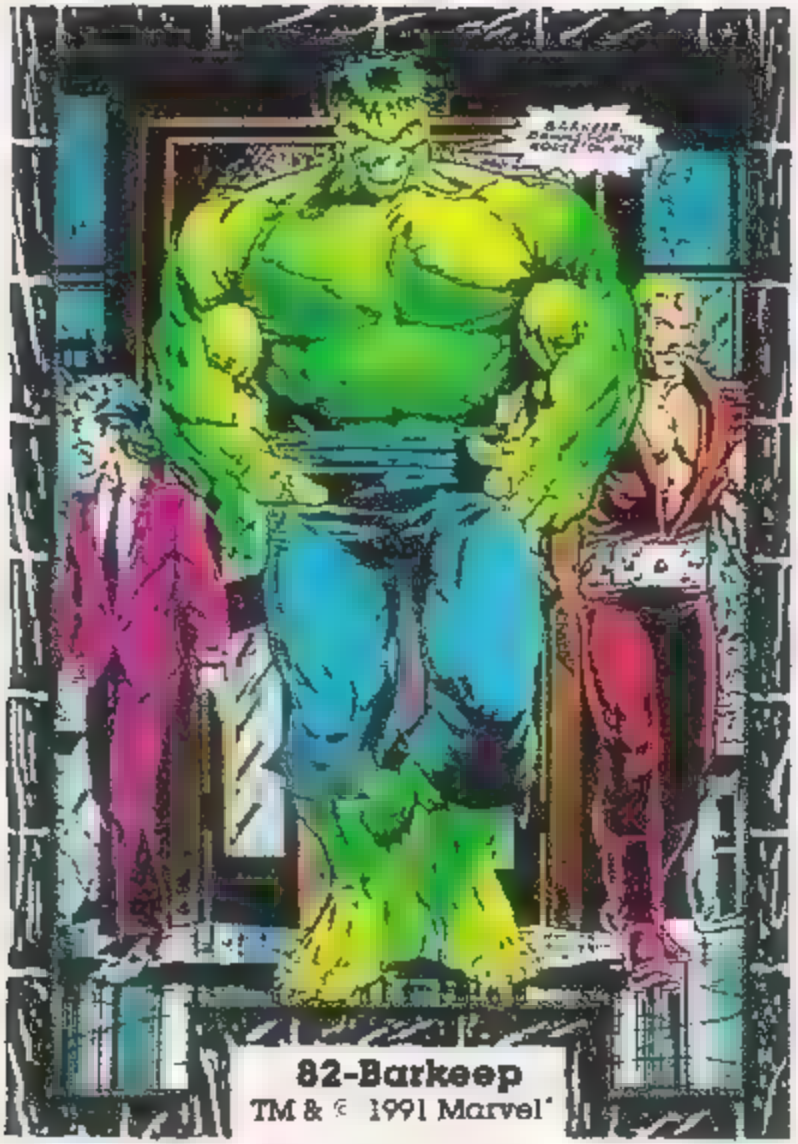
81-New Hulk
TM & © 1991 Marvel

THE INCREDIBLE HULK™

81. NEW HULK

With the combination of Banner's intellect, the green Hulk's savagery and the grey Hulk's passionate emotions, the three merged, creating a new Hulk.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



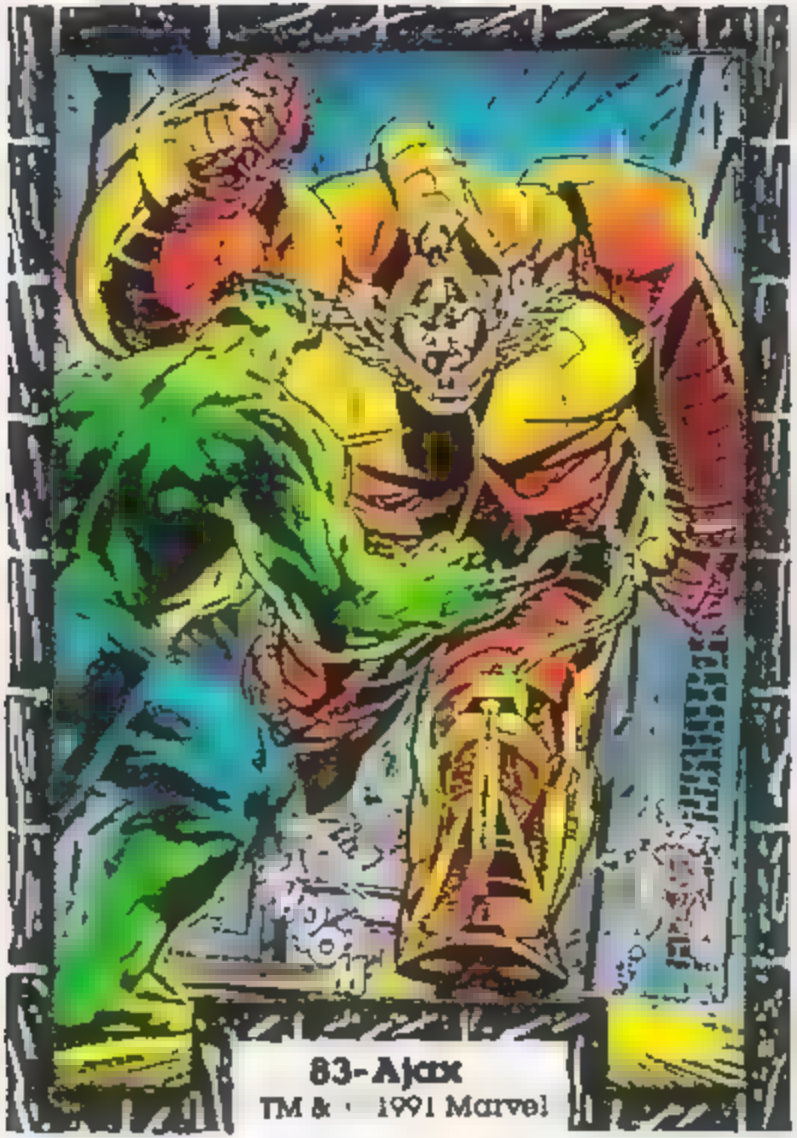
82-Barkeep
TM & © 1991 Marvel

THE INCREDIBLE HULK™

82. BARKEEP

Later, the new Hulk, the Ringmaster and a hesitant Doc Samson enter a public bar for a drink. The Hulk is approached by three strangers named Ulysses, Atalanta, and Hector, who try to convince him to join their quest for a less violent world.

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



83-Ajax
TM & © 1991 Marvel

THE INCREDIBLE HULK™

83. AJAX

As the Hulk goes outside to respond to Rick Jones voice, he is attacked by another stranger named Ajax. Ajax believes that the Hulk has hurt his little friend Atalanta.

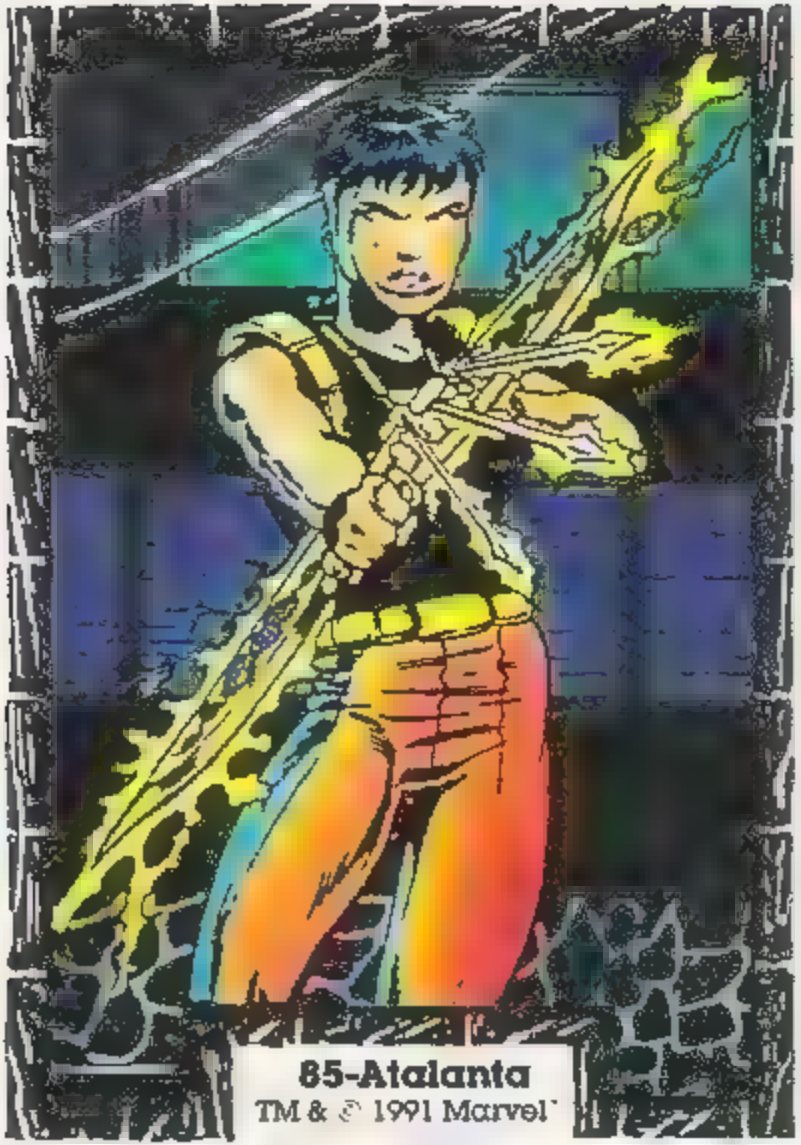
The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

84. ULYSSES

The apparent leader of the group, Ulysses enters the action against the Hulk with a glowing energy sword

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



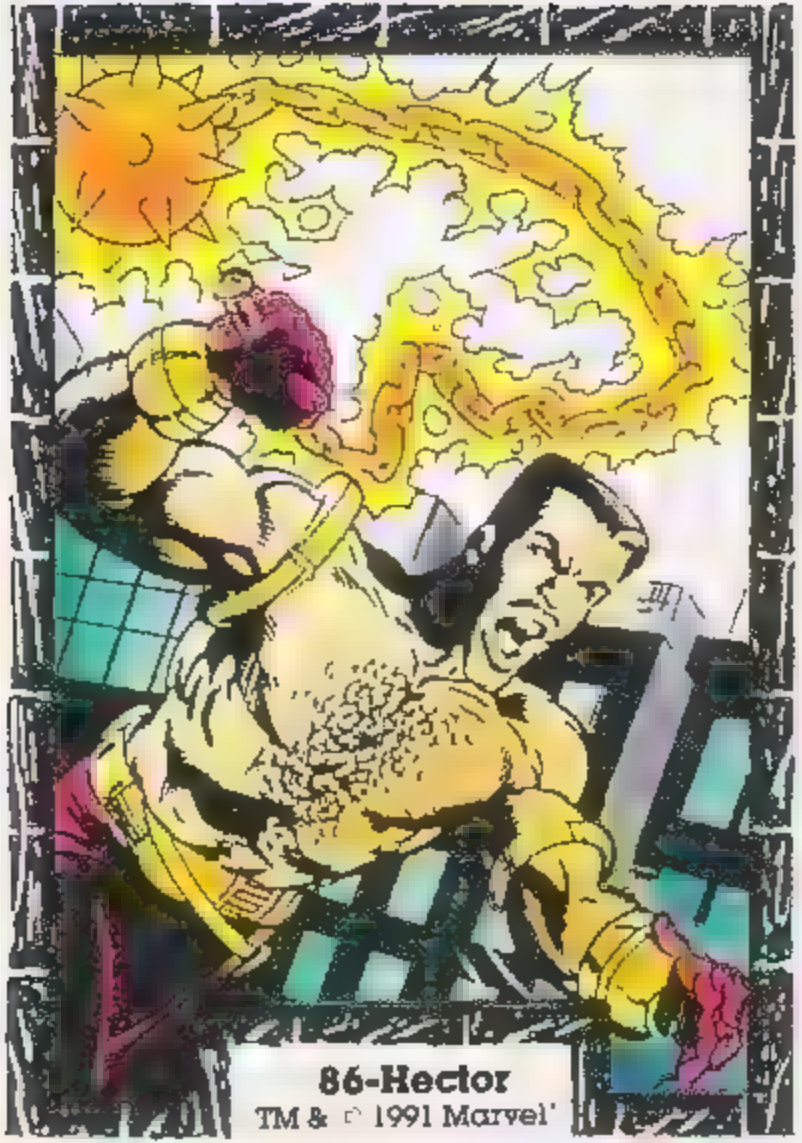
85-Atalanta
TM & © 1991 Marvel

THE INCREDIBLE HULK™

85. ATALANTA

Shooting arrows made of pure energy, Atalanta temporarily downs the Hulk.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

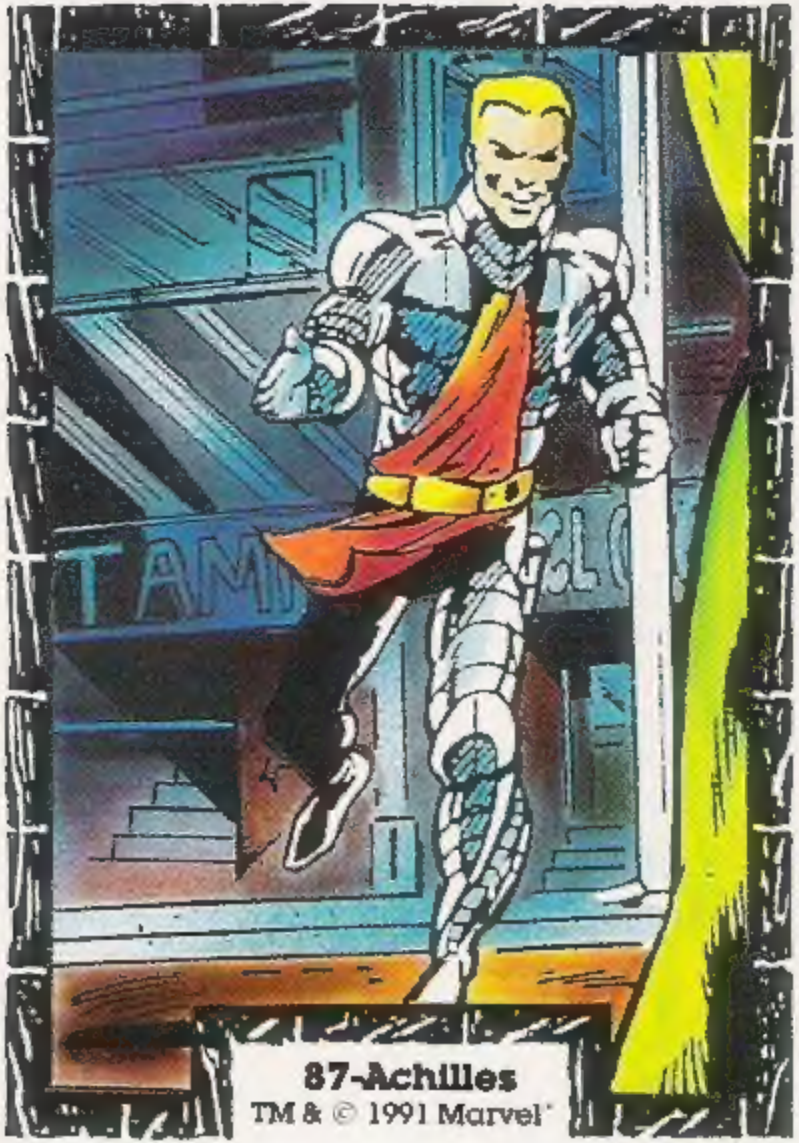


THE INCREDIBLE HULK™

86. HECTOR

Hector promotes the attack by attempting to paralyze the Hulk with a charged ball and chain

The Incredible Hulk TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



87-Achilles
TM & © 1991 Marvel

THE INCREDIBLE HULK™

87. ACHILLES

Trading blows with the Hulk is a new member of the group, Achilles. Supposedly nothing can hurt Achilles, but with one good punch, the Hulk makes his nose bleed.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

88-Rebound
TM & © 1991 Marvel

THE INCREDIBLE HULK™

88. REBOUND

Trying to keep innocent bystanders from getting hurt, the Hulk allows himself to be captured.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

89. OH-YEAH!

The Hulk learns that he is recruited for a massive think-tank led by the mysterious Agamemnon.

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

THE INCREDIBLE HULK™

Trading Cards

1-Transformation
2-I'm Grey
3-Wolverine
4-Poisoned
5-What's Wrong
6-The Leader
7-Madman
8-Too Weak
9-Phil
10-Antidote
11-Freedom Force
12-Discovered
13-Abused?
14-Mystique
15-Pyro
16-Commando
17-Blob
18-Defenders
19-New York
20-Unknown
21-Inside
22-Argue
23-Grabbed
24-Darkness
25-Dark Hulk
26-Take Over
27-Namor
28-Dr. Strange
29-Revived
30-Betty

90-Checklist

TM & © 1991 Marvel®

31-Speeding
32-He's Back . . .
33-...And Green
34-Shocked
35-Rejoined
36-I Get It!
37-No-o-o!
38-Skinned
39-Doc Samson
40-Tank You
41-Come On
42-Mouthful
43-Not You!
44-Rick Jones
45-The Thing?
46-Now Listen
47-Thugs
48-To Sleep
49-Rick's Past
50-Tortured
51-Super Skrull
52-On Board
53-Skrull
54-Locked Up
55-Stretch
56-Fight On
57-On Fire
58-Captain
59-Invisible
60-Mario
61-Conflict
62-Going Home
63-Prometheus
64-Agamemnon
65-Help Me!
66-Stay Back
67-Battle
68-Put Me Down
69-In The Middle
70-Stop It
71-Who's Inside?
72-Monster!
73-Let's Go
74-Escape
75-Murderer
76-Mom
77-Graveyard
78-You Did It
79-Father
80-Resolved
81-New Hulk
82-Barkeep
83-Ajax
84-Ulysses
85-Atalanta
86-Hector
87-Achilles
88-Rebound
89-Oh Yeah!
90-Checklist

The Incredible Hulk: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved. Produced by Comic Images, Inc. Saddle Brook, NJ 07662. Designed by McNabb Art Studio.

90-Checklist

TM & © 1991 Marvel®